# THE SUPER NINTENDO ENTERTAINMENT SYSTEM

## ENCYCLOPEDIA BOOK

# DaddaRuleKonge

I made this book cause` I like to catalog and categorize and catalog stuff. I made this book for myself as as a fan of the Nintendo systems. I also wanted to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money. Or give cash to the unsung heroes of our generation; The people who translate unreleased Japanese SNES games.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com
from: Daniel aka DaddaRuleKonge

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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# Super Nintendo Entertainment System

*This is a short wikipedia introduction for the Neo Geo Systems.*

The Super Nintendo Entertainment System (also known as the Super NES, SNES or Super Nintendo) is a 16-bit home video game console developed by Nintendo. In Japan, the system is called the Super Famicom (officially adopting the abbreviated name of its predecessor, the Family Computer), or SFC for short. In South Korea, it is known as the Super Comboy and was distributed by Hyundai Electronics. Although each version is essentially the same, several forms of regional lockout prevent the different versions from being compatible with one another.

To compete with the popular NES/Famicom, NEC launched the TurboGrafx-16 in 1987, and Sega followed suit with the Sega Genesis/Mega Drive in 1988. Both systems were built on 16-bit architectures and offered improved graphics and sound over the 8-bit NES. However, it took several years for Sega's system to become successful. Nintendo executives were in no rush to design a new system, but they reconsidered when they began to see their dominance in the market slipping.

Designed by Masayuki Uemura, the designer of the original Famicom, the Super Famicom was released in Japan on Wednesday, November 21, 1990 for ¥25,000 (US$210). It was an instant success; Nintendo's initial shipment of 300,000 units sold out within hours, and the resulting social disturbance led the Japanese government to ask video game manufacturers to schedule future console releases on weekends. The system's release also gained the attention of the Yakuza, leading to a decision to ship the devices at night to avoid robbery.

With the Super Famicom quickly outselling its chief rivals, Nintendo reasserted itself as the leader of the Japanese console market. Nintendo's success was partially due to its retention of most of its key third-party developers from its earlier system, including Capcom, Konami, Tecmo, Square, Koei, and Enix.

On August 23, 1991, Nintendo released the Super Nintendo Entertainment System, a redesigned version of the Super Famicom, in North America for US$199. Most of the PAL region versions of the console use the Japanese Super Famicom design, except for labeling and the length of the joypad leads. The Playtronic Super Nintendo in Brazil, although PAL, uses the North American design. Both the NES and SNES were released in Brazil in 1993 by Playtronic, a joint venture between the toy company Estrela and consumer electronics company Gradiente.

Early concept designs for the SNES, referred to as the "Nintendo Entertainment System 2".

The SNES and Super Famicom launched with few games, but these games were well received in the marketplace. In Japan, only two games were initially available: Super Mario World and F-Zero. In North America, Super Mario World launched as a bundle with the console, and other launch titles include F-Zero, Pilotwings (both of which demonstrated the console's "Mode 7" pseudo-3D rendering capability), SimCity, and Gradius III.

**Console wars**

The rivalry between Nintendo and Sega resulted in what has been described as one of the most notable console wars in video game history, in which Sega positioned the Genesis as the "cool" console, with more mature titles aimed at older gamers, and edgy advertisements that occasionally attacked the competition. Nintendo however, scored an early public relations advantage by securing the first console conversion of Capcom's arcade classic Street Fighter II for SNES, which took over a year to make the transition to Genesis. Despite the Genesis's head start, much larger library of games, and lower price point, the Genesis only represented an estimated 60% of the American 16-bit console market in June 1992, and neither console could maintain a definitive lead for several years. Donkey Kong Country is said to have helped establish the SNES's market prominence in the latter years of the 16-bit generation, and for a time, maintain against the PlayStation.

**Changes in policy**

During the NES era, Nintendo maintained exclusive control over titles released for the system—the company had to approve every game, each third-party developer could only release up to five games per year (but some third parties got around this by using different names, for example Konami's "Ultra Games" brand), those games could not be released on another console within two years, and Nintendo was the exclusive manufacturer and supplier of NES cartridges. However, competition from Sega's console brought an end to this practice; in 1991, Acclaim began releasing games for both platforms, with most of Nintendo's other licensees following suit over the next several years; Capcom (which licensed some games to Sega instead of producing them directly) and Square were the most notable holdouts.

The company continued to carefully review submitted titles, giving them scores using a 40-point scale and allocating Nintendo's marketing resources accordingly. Each region performed separate evaluations. Nintendo of America also maintained a policy that, among other things, limited the amount of violence in the games on its systems. One game, Mortal Kombat, would challenge this policy. A surprise hit in arcades in 1992, Mortal Kombat features splashes of blood and finishing moves that often depict one character dismembering the other. Because the Sega Genesis version retained the gore while the SNES version did not, it outsold the SNES version by a ratio of three or four-to-one.

Game players were not the only ones to notice the violence in this game; US Senators Herb Kohl and Joe Lieberman convened a Congressional hearing on December 9, 1993 to investigate the marketing of violent video games to children. While Nintendo took the high ground with moderate success, the hearings led to the creation of the Interactive Digital Software Association and the Entertainment Software Rating Board, and the inclusion of ratings on all video games. With these ratings in place, Nintendo decided its censorship policies were no longer needed.

**32-bit era and beyond**

While other companies were moving on to 32-bit systems, Rare and Nintendo proved that the SNES was still a strong contender in the market. In November 1994, Rare released Donkey Kong Country, a platform game featuring 3D models and textures pre-rendered on SGI workstations. With its detailed graphics, fluid animation and high-quality music, Donkey Kong Country rivaled the aesthetic quality of games that were being released on newer 32-bit CD-based consoles. In the last 45 days of 1994, the game sold 6.1 million units, making it the fastest-selling video game in history to that date. This game sent a message that early 32-bit systems had little to offer over the SNES, and helped make way for the more advanced consoles on the horizon.

In October 1997, Nintendo released a redesigned model of the SNES (the SNS-101 model) in North America for US$99, which included the pack-in game Super Mario World 2: Yoshi's Island. Like the earlier redesign of the NES (the NES-101 model), the new model was slimmer and lighter than its predecessor, but it lacked S-Video and RGB output, and it was among the last major SNES-related releases in the region. A similarly redesigned Super Famicom Jr. was released in Japan at around the same time.

Nintendo ceased production of the SNES in 1999, about two years after releasing Kirby's Dream Land 3 (its last first-party game for the system) on November 27, 1997, a year after releasing Frogger (its last third-party game for the system). In Japan, Nintendo continued production of the Super Famicom until September 25, 2003, and new games were produced until the year 2000, ending with the release of Metal Slader Glory Director's Cut on November 29, 2000.

Many popular SNES titles have since been ported to the Game Boy Advance, which has similar video capabilities. In 2005, Nintendo announced that SNES titles would be made available for download via the Wii and Wii U's Virtual Console service. On October 31, 2007, Nintendo of Japan announced that it would no longer repair Family Computer or Super Famicom systems due to an increasing shortage of the necessary parts.

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# Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

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## NintendoAge

*"NintendoAge.com is dedicated to Nintendo collecting, gaming, homebrews and and peer-to-peer collaboration."*

•Used for NTSC rarity info.

The biggest site regarding collecting for the different Nintendo consoles. The site include maybe the most trustworthy rarting system on the different systems.

***http://nintendoage.com/***

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## TheGamesDB

*" 31,465 games and counting.... "*

•Used for info.

A site that collect alot of descriptions and reviews on different games on different systems. The site is easy and clean to look through.

***http://thegamesdb.net/***

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## SuperFamicom.org

*"Welcome to SuperFamicom.org where you will be thrust into the 16bit world of the Super Nintendo."*

•Used for some info.

A Super Nintendo database.

***http://superfamicom.org/***

## GameFAQs

*"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."*

•Used pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures.

***http://www.gamefaqs.com/***

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## Retro Collect

*"Retro Games, Retro Gamers & Collectors Community. Featuring retro game news, rarity guides, Collection tracker and cataloguing system, classic gaming forum ..."*

•Used for PAL rarity.

A big website dedicated to different video game systems.

***http://www.retrocollect.com/***

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## Moby Games

*"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."*

•Used for info.

A good site for information and pictures on much of the games released.

***http://www.mobygames.com/***

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## Emuparadise

*"Looking for video games? You've come to the right place! You will find hundreds of thousands of roms, isos and games here."*

•Used for pictures.

A giant site for emulators and Roms.

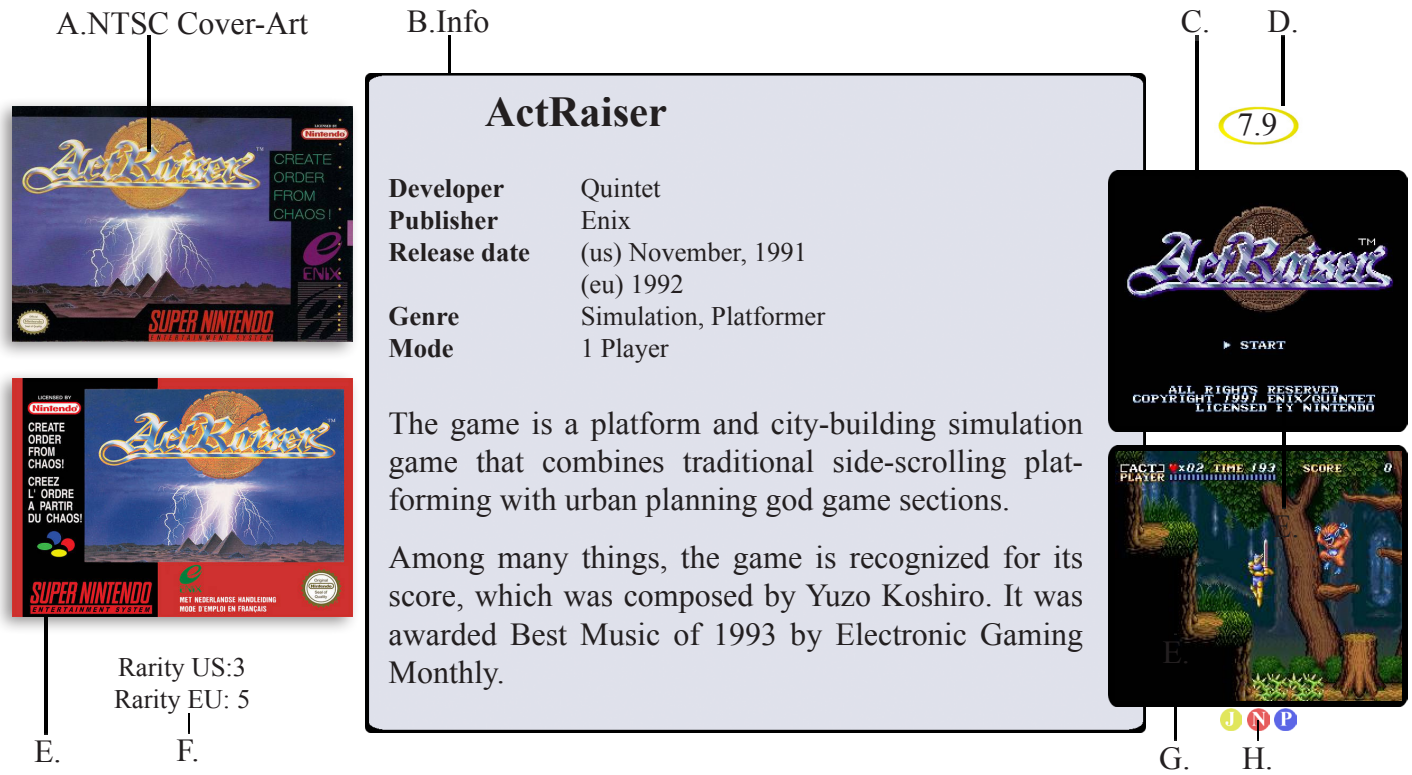
***http://www.emuparadise.me/***

# SNES Games

This is the main portion of the book. A collection of every official Neo Geo game with a sweet cover art, a screen-shot and some information about the game.

## Page Break-Down

This is a break-down of what the PSX GAMES pages consist of:




**A. NTSC Cover-Art**

This represent the NTSC (North American) cover art. I used GameFAQs for much of the pictures. If a cover is not present, a screen-shot is placed in it`s place. That means the game did not get a NTSC release.

**B. Info**

This is the Info box. I used mainly wikipedia, GiantBomb and Gamefaq for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. “Mode” are what the maximum players the game support. If I did not find info on how many players a game support, I would default on 1 Player. In the info or trivia section, I wanted some content to much, and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

**C. Title Screen**

This is a screenshot from the title screen of the game, found wherever. More often then not on GameFAQ or emuparadise.com.

**D. Web Reviews**

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

**E. PAL Cover-Art**

This represent the PAL (Europe, Oceania) cover art. I used GameFAQs for much of the pictures. If a cover is not present, a screen-shot is placed in it`s place. That means the game did not get a PAL release.

**E. Screen-shot**

This is a random screenshot from the game. I mainly used either GameFAQ or emuparadise.

**F. Rarity**

The NTSC rarity are from NintendoAge, as they can be seen as one of the more reliable sources. Unfortunately, they only cover the NTSC releases on SNES. For the PAL releases I used RetroCollect. I do not know how reliable their sources are, but it was the best I found. They also miss alot of rarity scores on games. There is also some discrepancy between my score and their though, as their score goes from 1-6 (VC-ER), and mine (and NintendoAge) goes from 1-10. Here are how I set my score to their score;

1 - VC : very common
2 - C : common
5 - U : uncommon
7 - R : rare
8 - VR : very rare
10 - ER : extremely rare

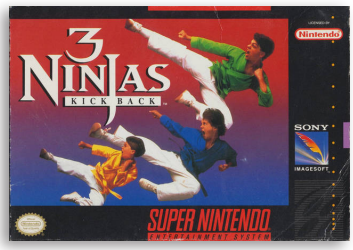
The score should be used as a refrence point, and not to be taken all too literally.

**G. Screen-shot**

This is a random screenshot from the game. I mainly used either GameFAQ or emuparadise.

**H. Release**

These colored circles show what release the game got. J - Japan, N - NTSC and P - PAL



Rarity US: 6

## 3 Ninjas Kick Back

4.2

| | |
|---|---|
| **Developer** | Malibu Interactive |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) June 19, 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The game is a beat 'em up video game based on the motion picture of the same name.

There is an initial character screen, where one of the three brothers must be chosen as the main character. The game itself is a very standard side scrolling platform game. There are several levels to the game, each one made up of smaller zones. Each level has a minor boss,

N

Rarity US: 3

## The 7th Saga

6.7

| | |
|---|---|
| **Developer** | Produce |
| **Publisher** | Enix |
| **Release date** | (us) August 3, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player chooses one of seven playable characters, all of whom separately embark on a quest to locate seven magical runes.

Notable unique innovations include the use of a crystal ball "radar" that allows players to see enemies approaching their character in dungeons and in the overworld. The game is known for its unforgiving difficulty due to balance changes made in its localization.

J N

Rarity DE: 7

## 90 Minutes European Prime Goal

7.1

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Ocean Software |
| **Release date** | (eu) December 20, 1995 |
| **Genre** | Sports |

90 Minutes: European Prime Goal is a soccer game with the 14 teams of the Japanese first division (J. League) to play with. In the European version they were replaced by national teams, but the some playing modes are still reminiscent of the origin. The player either controls the athlete who has the ball or, when in defense, the one who is nearest to it. The field is shown from a slightly angled side-perspective.

*"Mobygames.com"*

P

6.8

J N P

## A.S.P. Air Strike Patrol

| | |
|---|---|
| **Developer** | SETA |
| **Publisher** | SETA |
| **Release date** | (us) January, 1995 |
| | (eu) 1994 |
| **Genre** | Shoot 'em Up |
| **Mode** | 1 Player |

A.S.P. Air Strike Patrol, known as Desert Fighter in Europe, is an isometric shoot 'em up based somewhat upon the Gulf War. As a pilot in the Air Strike Patrol, the player's aim is to stop Zarak from invading Sweit.

The player gains points for judgement in managing resources, attack power and political sensitivity. The dogfights make the game more diverse.

Rarity US: 7

5.4

N P

## AAAHH!!! Real Monsters

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Viacom New Media |
| **Release date** | (us) November, 1995 |
| | (eu) February, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is a platform arcade style video game based on the American cartoon series of the same name on Nickelodeon.

Playing as Ickis, Oblina, or Krumm, the player explores various locales collecting specific items and scaring specific people the Gromble instructs the player to.

Rarity US: 2

4.9

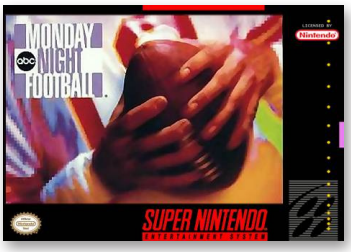
J N

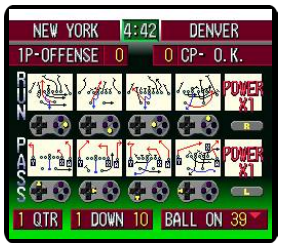
## ABC Monday Night Football

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (us) December 7, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

ABC Monday Night Football is a football game licensed from the television presentation of the same name. It features the likeness of broadcaster Frank Gifford and the logo of a popular sports drink, but has no league license, so features generic team names with made-up logos and player names.

The two main playing modes are pre-season exhibition games and a full season.




Rarity US: 2

Rarity US: 3
Rarity DE: 7

## ACME Animation Factory

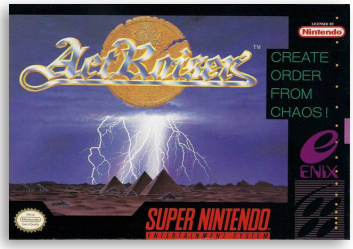
5.7

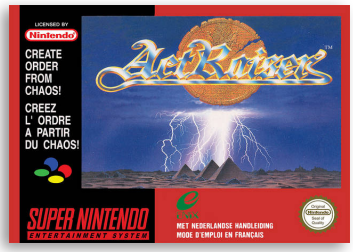
| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (us) November, 1994 |
| | (eu) March, 1995 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

The game is an educational art and graphics video game released exclusively for the SNES.

The player is given a series of tools to create their own animated cartoons, using the Looney Tunes characters. The player can alter the graphics, music, and animation.Aside from that, card games such as Solitaire and Mix ‘n’ Match are playable.

N P




Rarity US:3
Rarity EU: 5

## ActRaiser

7.9

| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Enix |
| **Release date** | (us) November, 1991 |
| | (eu) 1992 |
| **Genre** | Simulation, Platformer |
| **Mode** | 1 Player |

The game is a platform and city-building simulation game that combines traditional side-scrolling platforming with urban planning god game sections.

Among many things, the game is recognized for its score, which was composed by Yuzo Koshiro. It was awarded Best Music of 1993 by Electronic Gaming Monthly.

J N P

Rarity US: 5

## ActRaiser 2

6.2

| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Enix |
| **Release date** | (us) November, 1993 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Unlike the original game, which alternately combined platform game sequences and god game sequences, ActRaiser 2 is only a platform game. It is believed that this game was made by request from Enix of America to Quintet, and that they also requested that the simulation segments be removed because players would not “get” them.

J N P

6.4

## The Addams Family

J N P

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) March 10, 1992<br>(eu) November 19, 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

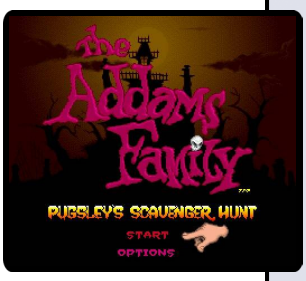
The game takes place towards the end of the movie: the Addams Family has been evicted from their home by a court order issued by a backstabbing attorney, Tully Alford. Even worse, the other Addamses: Morticia, Pugsley, Wednesday, Granny and Lurch have gone missing. As Gomez, players must tour the Addams mansion in search of his lost family.

*"mobygames.com"*

Rarity US: 2

5.5

## The Addams Family: Pugsley's Scavenger Hunt



N P

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) February 23, 1993<br>(eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

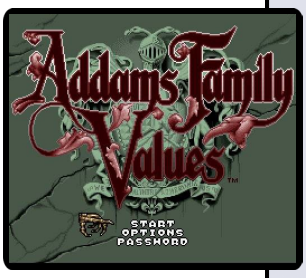
The game is a side-scrolling platformer based on the second animated TV series The Addams Family. The player takes the role of Pugsley who gets challenged to a scavenger hunt by his sister Wednesday. He has to retrieve six items which are of course hidden in six levels which can be accessed in any order.

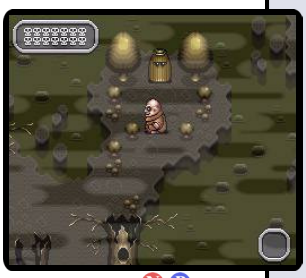
*"mobygames.com"*

Rarity US: 5

5.6

## Addams Family Values



N P

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) February 14, 1995<br>(eu) March 28, 1996 |
| **Genre** | Action Role-playing |
| **Mode** | 1 Player |

Loosely based on the plot of the film, the player takes the role of Uncle Fester as he searches for the recently kidnapped baby Pubert. On the way he receives help from The Addams Family and a host of original characters from the game.

The graphics and sound have been described as "average".

Rarity US: 2
Rarity EU: 8

Rarity US: 5

## The Adventures of Batman & Robin

7.6

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December 1, 1994 |
| | (eu) November, 1994 |
| **Genre** | Action Platformer |
| **Mode** | 1 Player |

The game is based on the critically acclaimed animated cartoon Batman: The Animated Series. Each level consists of an episode that is loosely based on those from the animated series, taking Batman to an amusement park and other places where supercriminals do their work.

N P

Rarity US: 2

## The Adventures of Dr. Franken

4.2

| | |
|---|---|
| **Developer** | MotiveTime |
| **Publisher** | DTMC |
| **Release date** | (us) December 1, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Dr. Franken features Franky, a Frankenstein's monster on a mission to collect the scattered body parts of his girlfriend.

The game is a standard platformer where the player navigates platforms and avoids enemies. The goal of every level is to find a package which is hidden in it.

*"mobygames.com"*

N P

Rarity US: 8

## The Adventures of Kid Kleets

5.8

| | |
|---|---|
| **Developer** | Krisalis Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) December 1, 1993 |
| | (eu) June, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The goal of The Adventures of Kid Kleets, also known as Soccer Kid, is to guide a little soccer player boy through various levels, using his soccer ball as the main tool. The player character can perform runs, shots, bicycle kicks, headers and other sorts of soccer moves to either advance in the level or eliminate enemies.

J N P

4.9

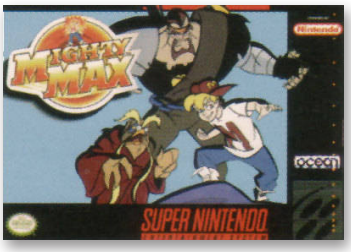
N P

## The Adventures of Mighty Max

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) February 7, 1995 |
| | (eu) December 9, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Adventures of Mighty Max is based on the TV cartoon Mighty Max which in turn is based on a series of toys. The game is a platformer in which players control Max himself or one of his two side-kicks (that doesn't influence the gameplay). The goal is to find Skull Master's weapons, which are scattered around the level, and to destroy them.

*"mobygames.com"*



Rarity US: 3

3.4

N

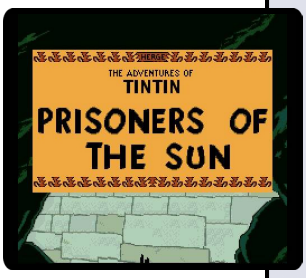
## The Adventures of Rocky and Bullwinkle and Friends

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | THQ |
| **Release date** | (us) June 1, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game consists of seven levels that take players through various locales: A Swiss Alps-style mountain, a cavern, a mine, a submarine, a haunted ship, a port town, and a castle. Mini-games are available at certain points that allows players to collect extra lives. These mini-games revolve around Peabody and Sherman and Dudley Do-Right.

Rarity US: 5

5.2



P

## The Adventures of Tintin: Prisoners of the Sun

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) February 9, 1997 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Prisoners of the Sun is based on The Seven Crystal Balls and Prisoners of the Sun from the series The Adventures of Tintin, the comics series by Belgian cartoonist Hergé.

In the game, the player controls the character Tintin around obstacles and through challenges to complete the various levels of the game.

Rarity US: 5

## Adventures of Yogi Bear

4.6

| | |
|---|---|
| **Developer** | Empire Software |
| **Publisher** | Cybersoft |
| **Release date** | (us) October 1, 1994 |
| | (eu) November 24, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Adventures of Yogi Bear is a platform game in which the player controls Yogi Bear and must progress through five levels representing Yogi's home, Jellystone Park. Jellystone Park must not be turned into a chemical dumping zone; only Yogi can prevent that from happening. The player must navigate through various climate zones (including tundra, swamps, and grasslands) in order to retrieve the picnic baskets.

J N P

Rarity US: 8

## Aero Fighters

7.2

| | |
|---|---|
| **Developer** | Video System |
| **Publisher** | Video System |
| **Release date** | (us) November 1, 1994 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Aero Fighters, known as Sonic Wings in Japan, is a vertical-scrolling shoot 'em up arcade game originally released in 1992 and later ported to the SNES. It was the first in the series of Aero Fighters video games.

The SNES version adds hidden boss attack and time attack modes, and two hidden playable fighters, Rabio and Lepus (from Rabio Lepus, known outside of Japan as Rabbit Punch).

J N

Rarity US: 1

## Aero the Acro-Bat

6.3

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Sunsoft |
| **Release date** | (us) October 12, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Inspired in part by the "mascots with attitude" trend that was common following the introduction of Sonic the Hedgehog, it featured a red bat named Aero, who works and lives in a circus. During the 16-bit era, Aero had a fair share of fame. Sunsoft used him as a mascot during the 16-bit console days. After the 16-bit decline, he disappeared and was forgotten until 2002, when Metro 3D decided to port this game for the GBA.

N P

6.9

N P

## Aero the Acro-Bat 2

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Sunsoft |
| **Release date** | (us) November 1, 1994<br>(eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Aero the Acro-Bat 2 is the sequel to Aero the Acro-Bat and dedicated to famed Brazilian racer Ayrton Senna who died in a car crash during a Grand Prix.

NintendoLife gave the Virtual Console release of the SNES version an 8 out of 10, declaring it “a much more varied and playable platforming experience” than the original Aero the Acro-Bat.

Rarity US: 6
Rarity EU: 8

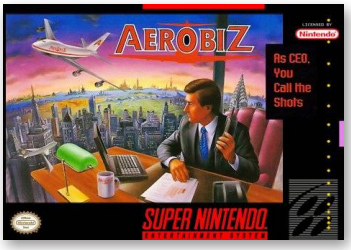
7.2

J N

## Aerobiz

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) February 2, 1993 |
| **Genre** | Simulation |
| **Mode** | 1-4 Players |

Aerobiz is a business simulation game. As CEO of a budding international airline, the player has a limited amount of time to expand their business to become the industry leader against three other airlines (either AI-controlled or human opponents). The player has an amount of control over how their airline develops, such as the name, investments, what routes to fly, plane purchases, and other various aspects, while at the mercy of world events such as politics and natural disasters.



Rarity US: 5

7.6

J N

## Aerobiz Supersonic

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) August 29, 1994 |
| **Genre** | Simulation |
| **Mode** | 1-4 Players |

In this game, which is essentially the same as its predecessor, the player is the CEO of a start-up international airline. The player competes with three other such companies (either AI-controlled or other players) for dominance in the worldwide travel industry. Such dominance is obtained by purchasing slots in various airports around the world, and flying routes to and from those slots.

Rarity US: 6

Rarity US: 5
Rarity EU: 5

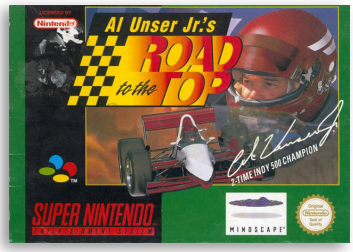
## Air Cavalry

7.2

| | |
|---|---|
| **Developer** | Synergistic Software |
| **Publisher** | Cybersoft |
| **Release date** | (us) June 20, 1995 |
| | (eu) 1995 |
| **Genre** | Flight simulation, Shooter |
| **Mode** | 1-2 Players |

In Air Cavalry, players control an advanced helicopter gunship. Flying above multiple types of terrain, players have to complete a number of objectives using different types of helicopters with different uses for each. Players can select from three theatres of operations with six or more objectives that increase in difficulty. Players can also practice in the training mission.

N P




Rarity US: 2
Rarity EU: 7

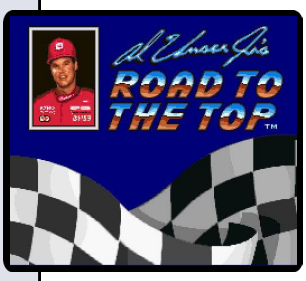
## Al Unser Jr.'s Road to the Top

6.7

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Mindscape |
| **Release date** | (us) November 1, 1994 |
| | (eu) 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Al Unser Jr.'s Road to the Top is a racing game released exclusively for the SNES. In order to succeed in the racing world, the player has to progress from go-karts to snowmobiles, IROC racing cars, and eventually to Indy racing cars.

Game progress is saved using passwords.



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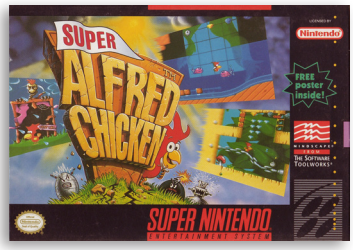
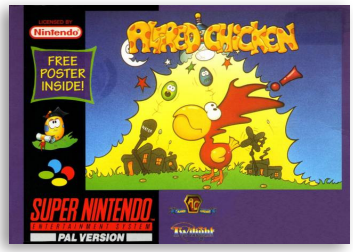



Rarity US: 3
Rarity EU: 7

## Alfred Chicken

5.4

| | |
|---|---|
| **Developer** | Twilight Games |
| **Publisher** | Mindscape |
| **Release date** | (us) February 1, 1994 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

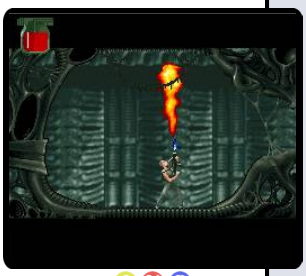
In Alfred Chicken, first released for NES among other systems, the player takes the role of a chicken who must find his way through bizarre levels full of balloons, telephones, cheese and other strange elements.

Dubbed "Super Alfred Chicken", the SNES game can be considered a sequel rather than a direct port of the other versions.

N P

6.6

## Alien³

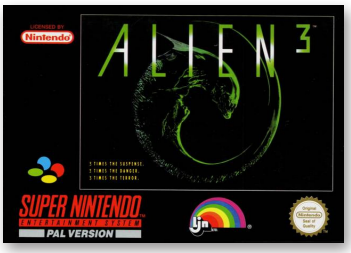


J N P

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | LJN |
| **Release date** | (us) May 17, 1993<br>(eu) October 28, 1993 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Alien³ for the SNES is very different from the Alien³ adaptions for other systems. The game consists of six stages, and in each, players are given a series of missions to complete that include rescuing prisoners; repairing pipes, fuses, and junction boxes; welding doors shut; and destroying alien eggs, as well as the mother alien.

*"mobygames.com"*




Rarity US: 1
Rarity EU: 2

5.2

## Alien vs. Predator

J N P

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | IGS, Activision |
| **Release date** | (us) September 4, 1993<br>(eu) 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1 Player |

Based on the Alien versus Predator comic book series, the predator will fight through several levels of alien creatures in a side scrolling manner. The predator's abilities includes attacking, jumping, sliding and firing bolts from it's shoulder cannon. Additionally, the shoulder cannon can be charged up to unleash a devastating attack that also harms the Predator.

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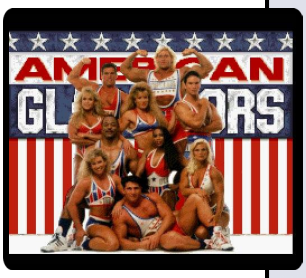
Rarity US: 2
Rarity EU: 8

4.3

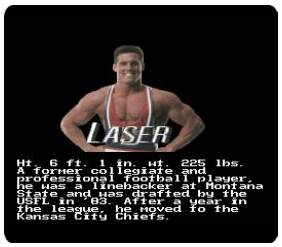
## American Gladiators



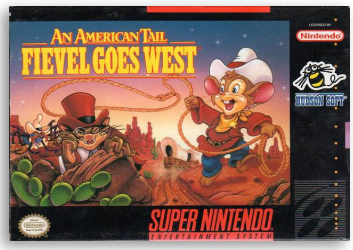
N

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (us) April 13, 1993 |
| **Genre** | Sports |
| **Mode** | 1-16 Players |

The SNES version of American Gladiators, based on the popular TV game show, was a more faithful copy of the television series than the NES version. The game offered a two-player mode that alternated between simultaneous and alternating play based on the event. There was also a tournament mode where up to 16 players (8 male and 8 females), could face off, with any missing slots filled in by computer players.




Rarity US: 2



Rarity US: 3
Rarity EU: 5

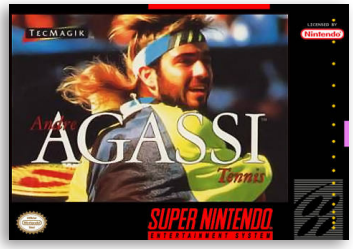
## An American Tail: Fievel Goes West

6.7

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) August 30, 1994 |
| | (eu) November, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is about a cartoon mouse named Fievel who must make his way to the Wild West based on the movie of the same name released back in 1991. The player must either fight or avoid cats and other obstacles as he strolls westward. The game is side-scrolling with a side-view of the action at nearly all times.

N P



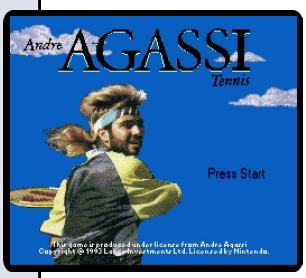
Rarity US: 5

## Andre Agassi Tennis

5.4

| | |
|---|---|
| **Developer** | Radiance Software |
| **Publisher** | TecMagik |
| **Release date** | (us) May, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Andre Agassi Tennis is a tennis game starring tennis legend Andre Agassi. The player can play in either career mode, exhibition mode, or practice mode where the player can learn to hit and receive tennis balls in a proper manner in order to assure victory on the tennis court. During the career mode, the player travels to tennis courts around the world and compete in tournaments where victory allows to play to win money.



J N

Rarity US: 1

## Animaniacs

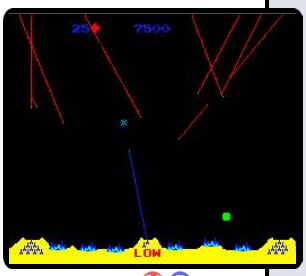
6.1

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) November 1, 1994 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In this version of Animaniacs, the Brain once again have another plan to conquer the world by deciding to steal the script of the new Warner Bros. film while it was under development. The CEO of Warner Bros. studio reluctantly asks the Warner Siblings for their assistance to retrieve all 24 pages of the script and beat the Brain's plan, which is the primary objective of the game.

J N P

7.2



N P

## Arcade's Greatest Hits: The Atari Collection 1

| | |
|---|---|
| **Developer** | Digital Eclipse Software |
| **Publisher** | Midway Games |
| **Release date** | (us) August 30, 1997 |
| | (eu) February 26, 1998 |
| **Genre** | Compilation |
| **Mode** | 1-2 Players |

Arcade's Greatest Hits: The Atari Collection 1 is a collection of Atari arcade games. Most of these games fall into the action game category.

Games include; Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, and Tempest.

Rarity US: 5
Rarity EU: 7

6.8

J N

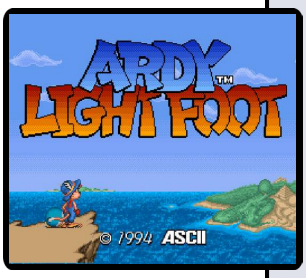
## Arcana

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | HAL Laboratory |
| **Release date** | (us) May 5, 1992 |
| **Genre** | HAL Laboratory |
| **Mode** | 1 Player |

Arcana, originally released as Card Master: Rimsalia no Fuuin, represents all of its characters as cards, but plays like a dungeon-crawling RPG, rather than a card-based game. In keeping with this metaphor, the death of a character results in a 'torn' card, and the magical properties of some cards are used to explain abilities of the game's characters.

Rarity US: 3

6.8



J N P

## Ardy Lightfoot

| | |
|---|---|
| **Developer** | ASCII Entertainment |
| **Publisher** | Titus Software |
| **Release date** | (us) June 1, 1993 |
| | (eu) October 31, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Ardy Lightfoot is an anthropomorphic creature resembling a cat. He is accompanied by his best friend, a blue creature named Pec, who can be used as a weapon, or can take the role of various other helpful devices like a hot air balloon or rock wall destroyer. If Ardy is hit by an enemy, Pec will disappear, and can only be retrieved by finding a chest. If Ardy is without his best friend, he can still attack by bouncing on his tail.

Rarity US: 8

Rarity US: 1
Rarity EU: 5

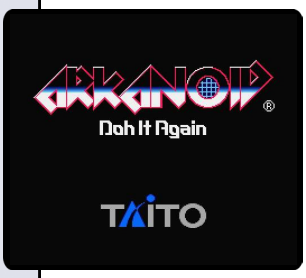
## Arkanoid: Doh It Again

7.2

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Nintendo |
| **Release date** | (us) October 1, 1997 |
| | (eu) 1997 |
| **Genre** | Breakout |
| **Mode** | 1-2 Players |

Arkanoid: Doh it Again was developed as a sequel to the original 1986 arcade release of Arkanoid.

The player controls a ship using the SNES D-Pad or the mouse. Rounds are completed when all the color and silver blocks on the screen have been eliminated. Some of the blocks contain power-ups that players must catch with their paddle to use.



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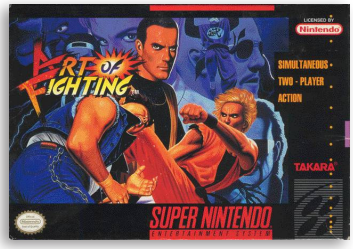


Rarity US: 1
Rarity EU: 7

## Art of Fighting

6.2

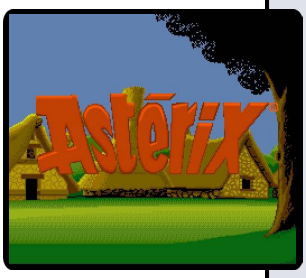
| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Takara, (jp) Monolith |
| **Release date** | (us) December 1, 1993 |
| | (eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Art of Fighting was the first fighting game by SNK to feature the character designs of former illustrator Shin-kiro, who would go on to do the character designs for the later Fatal Fury and The King of Fighters games.

The SNES version of Art of Fighting features an extended ending which ties into Art of Fighting 2, rather than ending the game on a cliffhanger like the Neo Geo.

J N P

6.6



P

## Asterix

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) May 30, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is based on the comic book series Asterix, and is part of a series of games based on this license. This game was only made available in PAL format due to its exclusive European release.

The player controls the short and mustached Gaul who has to progress through levels located all across Europe, fighting Romans and various aggressive animals along the way, to rescue his friend Obelix.

Rarity EU: 2

6.4

P

## Asterix & Obelix

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) May 1, 1996 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Asterix and Obelix is a side-scrolling action game. The game takes place in different countries, including Britania, Helvetia, Grecia, Egyptia and Hispania. The aim is to guide Asterix or Obelix through each level until they reach the end. Both playable characters can jump, run or attack enemies, which are mostly Romans.

Rarity EU: 2

7.7

J N P

## Axelay

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) September, 1992 |
| | (eu) September 30, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The game is a sci-fi shooter in the same vein as other Konami titles such as Gradius. The game features both horizontal and vertically scrolling levels, and allows the player to choose three different weapon-types.

The game was originally intended to be a Japanese exclusive, but was given a U.S. release in response to numerous letters from consumers and critics.

Rarity US: 1
Rarity EU: 2

Rarity US: 6
Rarity EU: 7

## B.O.B.

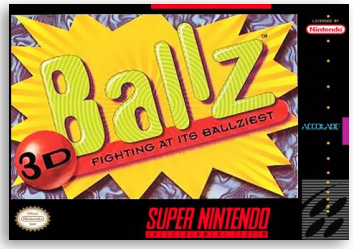
6.3

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | Electronic Arts |
| **Release date** | (us) June 1, 1993 |
| | (eu) July 22, 1993 |
| **Genre** | Run and Gun |
| **Mode** | 1 Player |

When B.O.B. crashes his dad's space car on the way to pick up his date, he finds himself stranded on a hostile asteroid filled with enemies. By collecting power ups and using fast reflexes, B.O.B. tries to find his way off the asteroid and to his date.

B.O.B. uses the same game engine as the Wayne's World video game, also developed by Gray Matter.

J N P



Rarity US: 2

## Ballz 3D

3.9

| | |
|---|---|
| **Developer** | PF Magic |
| **Publisher** | Accolade |
| **Release date** | (us) April 1, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Ballz is a two-player 3D action fighting game for the SNES. Ballz offered three difficulty levels over a total of 21 matches. Its distinguishing quality was that each of the characters were composed completely of balls, with a pseudo-3D look.

On release, Famicom Tsūshin scored the Super Famicom version of the game a 28 out of 40.

J N

Rarity US: 3

## Barbie Super Model

2.5

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) June 16, 1993 |
| **Genre** | Edutainment, Action |
| **Mode** | 1 Player |

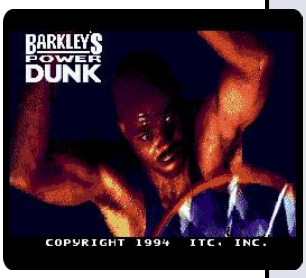
Barbie: Super Model is a educational action game that allows the player to play as Barbie.

The main part of the game comprises very simple arcade-style sequences. In each level, the player must navigate from one end of a horizontally scrolling area to the other, avoiding all of the obstacles and potential hazards coming towards the main character.

N

5.2

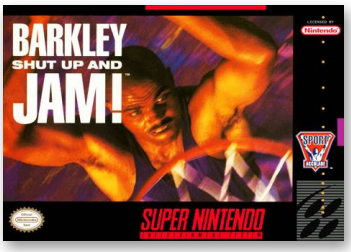
## Barkley Shut Up and Jam!

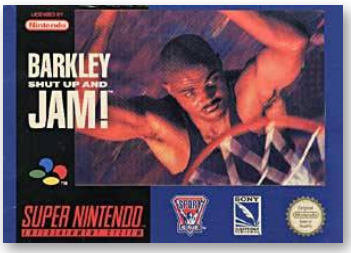


J N P

| | |
|---|---|
| **Developer** | Accolade |
| **Publisher** | Accolade |
| **Release date** | (us) June 7, 1994 |
| | (eu) December, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Barkley Shut Up and Jam!, known in Japan as Barkley's Power Dunk, features former NBA MVP Charles Barkley as he slams and jams in the downtown basketball courts of different NBA cities. The gameplay is similar to NBA Jam. Players can choose their player from 16 available players, including Barkley himself.




Rarity US: 1

6.1

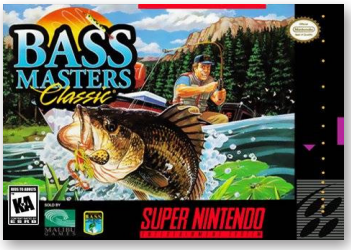
## Bass Masters Classic

J N

| | |
|---|---|
| **Developer** | Malibu Games |
| **Publisher** | Malibu Games |
| **Release date** | (us) June 6, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

This game consists of five 3-day tournaments at four lakes. The mission is to catch as much large bass as possible. Once the day of the fishing tournament is over, the five largest bass that were caught get weighed and are compared to the other fisherman's catches. The one with the heaviest catch is the winner.

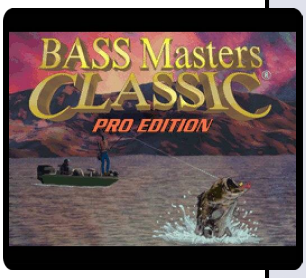
*"thegamesdb.net"*



Rarity US: 2

6.3

## Bass Masters Classic: Pro Edition



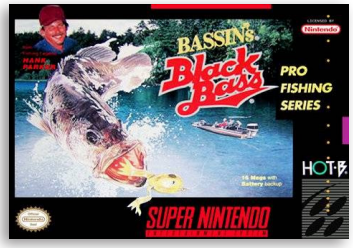
N P

| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) July 23, 1996 |
| | (eu) November, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

This game is basically an update to Bass Masters Classic. Updates involve adding 6 pro fishermen, five different lakes instead of four, an expanded lineup of different fishing equipment, 2 difficulty level settings, a zoom function, larger lakes, and new music tracks.

*"thegamesdb.net"*

Rarity US: 2
Rarity EU: 5



Rarity US: 7

## Bassin's Black Bass with Hank Parker

7.8

| | |
|---|---|
| **Developer** | Starfish |
| **Publisher** | Hot-B |
| **Release date** | (us) November 1, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Bassin's Black Bass with Hank Parker, known in Japan as Super Black Bass 2 is a tournament-based fishing game. The player attempts to rise up from an amateur tournament to the bass fishing championship in both versions. In the North American version however, the player must compete and win against Hank Parker for the championship.

J N

Rarity US: 1

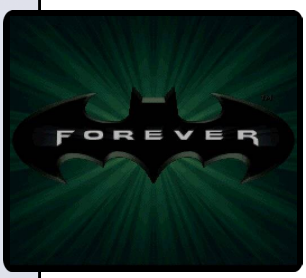
## Batman Forever

4.2

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) October 26, 1995 |
| | (eu) September 28, 1995 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

Batman Forever is a beat 'em up video game based on the movie of the same name.

The player plays as either Batman or Robin. There is also a fighting game mode called "training mode" where the player can play as Batman, Robin, or any of the enemies found throughout the game against another player or computer opponent.



J N P

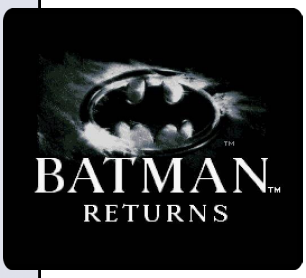
Rarity US: 1
Rarity EU: 2

## Batman Returns

7.3

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) May 31, 1993 |
| | (eu) May, 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1 Player |

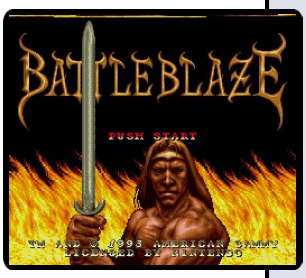
Batman Returns is a video game for various platforms based on the movie of the same name. The SNES version of the game is fundamentally a left-to-right scrolling fighter beat 'em up, a genre that was featured heavily on the console at the time. The gameplay and graphics are very similar to the Final Fight games. The game takes the player through seven scenes featured in the film.



J N P

4.8

## Battle Blaze



J N

| | |
|---|---|
| **Developer** | American Sammy |
| **Publisher** | American Sammy |
| **Release date** | (us) October 19, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Battle Blaze is a medieval fighting game released for the Arcade and SNES. Players use swords, morning-stars, knives, and other weapons to beat up their opponents. The player can either play in a colosseum or on a quest. The eventual goal is defeat the Dark Lord who lives in a castle in the sky.

The illustration from the Japanese cover art was made by Yasushi Torisawa.

Rarity US: 2

6.5

## Battle Cars

N

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) October 11, 1993 |
| **Genre** | Vehicular combat |
| **Mode** | 1-2 Players |

Battle Cars is a futuristic racing game in which cars are equipped with missiles, grenade launchers, and sliding disks which are used to eliminate opponents.

The game can be played by either one or two players. In a one-player game, the player progresses through a series of progressively harder levels. The main game features nine levels, each with two race tracks; one cross-country and one circuit.

Rarity US: 2

6.8

## Battle Clash

J N P

| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (us) October 1, 1992<br>(eu) March 18, 1993 |
| **Genre** | Light-gun |
| **Mode** | 1-2 Players |

Battle Clash, known in Japan as Space Bazooka, is a mecha-themed light gun shooting game for the SNES. It was followed by Metal Combat: Falcon's Revenge during the following year.

In the game, the player is the gunner of the ST Falcon and fight against a group of other STs in one-on-one battles.

Rarity US: 1
Rarity EU: 2

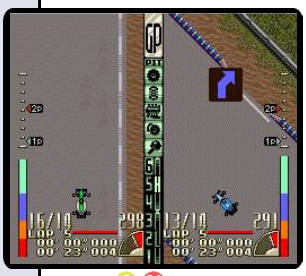
Rarity US: 7

## Battle Grand Prix

6.9

| | |
|---|---|
| **Developer** | KID |
| **Publisher** | Hudson Soft, (jp) Naxat Soft |
| **Release date** | (us) April 20, 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Battle Grand Prix is a Formula One racing game in which one or two players can pit themselves in three Grand Prix races. Each of the different team cars have different color schemes. The courses also vary from blacktop to concrete, which lends to the feeling of driving in unique places like Toronto and Iceland. Rain is also included and is implemented in a realistic manner for the game's era.



J N

Rarity US: 3

## Battletoads & Double Dragon

7.1

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Tradewest |
| **Release date** | (us) December 1, 1993 |
| | (eu) July 10, 1994 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

Battletoads & Double Dragon is a crossover of both Technos Japan's Double Dragon and Rare's own Battletoads game franchises, although Technos had little or no credited involvement in the production of the game outside of the Double Dragon license. The player has a choice of five playable characters: Billy and Jimmy Lee from Double Dragon, and Zitz, Pimple and Rash from Battletoads.

N P

Rarity US: 3
Rarity EU: 2

## Battletoads in Battlemaniacs

7.0

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Tradewest |
| **Release date** | (us) June 29, 1993 |
| | (eu) October, 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

Battletoads in Battlemaniacs follows two Battletoads, Rash and Pimple, on a quest to stop Silas Volkmire and the evil Dark Queen from ruling over the world. Many of its levels are enhanced or remixed versions of levels from the original Battletoads, featuring similar mechanics and gameplay styles. The game was often praised for its varied gameplay and music, but criticized for its lack of originality and high difficulty.

J N P

6.1

J N

## Bazooka Blitzkrieg

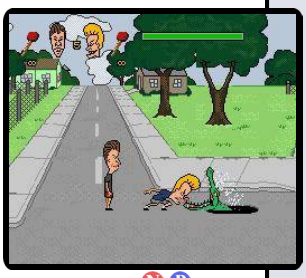
| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (us) December 31, 1992 |
| **Genre** | Light-gun |
| **Mode** | 1-2 Players |

Bazooka Blitzkrieg is a first person shooter game that uses the Super Scope light gun. Players begin the game in either Blitzkreig mode or Boot Camp (Training for each of the levels). Upon starting the game, the screen slowly moved from left to right. The player fires his weapon at the different robots to destroy them. The scope's fire has a regular "machine gun" firing, as well as a more powerful charged-up shot.

*"mobygames.com"*

Rarity US: 5

5.6



N P

## Beavis and Butt-head

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Viacom New Media |
| **Release date** | (us) November 1, 1994<br>(eu) 1995 |
| **Genre** | Action |
| **Mode** | 1 Player |

Beavis and Butt-head is based on MTV's animated series of the same name, and follows the titular characters Beavis and Butt-head as they attempt to find their torn-up GWAR concert tickets.

The game contains four main levels which are Highland High School, Streets of Highland, Highland Hospital, the Turbo Mall 2000 and the concert.

Rarity US: 1

1.9

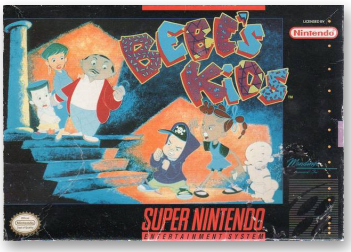
N

## Bébé's Kids

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Motown Software |
| **Release date** | (us) April 19, 1994 |
| **Genre** | Beat 'em Up |
| **Mode** | 1 Player |

Bébé's Kids is an action-oriented video game loosely based on the movie of the same name.

Using the style of a Streets of Rage/Golden Axe style of beat 'em up, the player must control either LaShawn (the female protagonist) or Kahlil (the male protagonist) as they devastate a Disneylandesque theme park.



Rarity US: 5

Rarity US: 3
Rarity DE: 8

## Beethoven: The Ultimate Canine Caper

4.6

| | |
|---|---|
| **Developer** | Riedel Software Productions |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) December 17, 1993 |
| | (eu) December, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Beethoven's four puppies need to be rescued and brought back to their mom. As a responsible father and guardian he first need to find the puppy, avoiding dangers such as bad-tempered cats, mean dogcatchers, acorns which have a habit to drop down just when he pass underneath, and careless skateboarders.

*"mobygames.com"*

N P

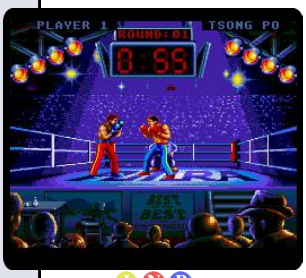
Rarity US: 2
Rarity EU: 7

## Best of the Best: Championship Karate

4.7

| | |
|---|---|
| **Developer** | Loriciel |
| **Publisher** | Electro Brain |
| **Release date** | (us) November 24, 1993 |
| | (eu) May 27, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Martial artist/actor Ron Yuan stated in a 1994 interview that "I know a lot of pure gamers will disagree, but the best SNES fighting game from a purely technical martial arts point of view is Best of the Best. It didn't get much notoriety, but my friends and I know martial arts, and they go nuts whenever we play."




J N P

Rarity US: 3
Rarity EU: 7

## Big Sky Trooper

6.4

| | |
|---|---|
| **Developer** | LucasArts |
| **Publisher** | JVC |
| **Release date** | (us) October 10, 1995 |
| | (eu) September, 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The evil Space Slug forces have launched a sudden attack on humanity, quickly occupying the majority of planets in the galaxy, and forcing the Sidereal Shock Troops to recruit soldiers to counter the threat. The vast majority of the game is spent hunting down the Slugs off different planets where the game switches to an overhead Asteroids-esque view.

N P

7.6

N P

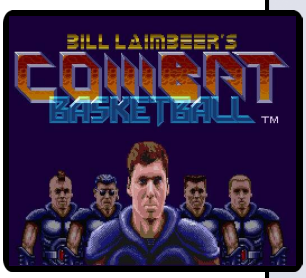
## Biker Mice from Mars

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December 1, 1994 |
| | (eu) December, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

The player takes on the role of one of six racers: Throttle, Modo, Vinnie, Lawrence Limburger, Dr. Karbunkle, or Grease Pit, in a series of motorcycle races, on different tracks that are displayed in isometric projection. After each lap, the player's missile pack is refilled and used to knock off opponents. Also the player has a random bonus choice for additional cash, invulnerability, nitrous oxide acceleration or an earthquake.

Rarity US: 6

4.6



N

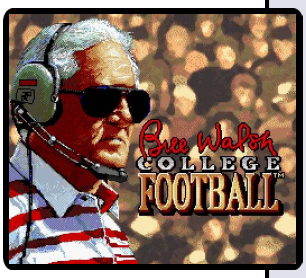
## Bill Laimbeer's Combat Basketball

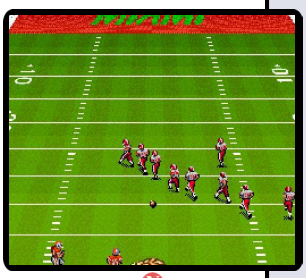
| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) December 1, 1991 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Bill Laimbeer's Combat Basketball is a futuristic basketball game. It was the first basketball game released for the SNES. The game takes place in the year 2030. Bill Laimbeer has become commissioner of a basketball league, fired the referees and created a style of play without rules. There are no fouls and use of weapons is perfectly legal.

Rarity US: 1

5.3



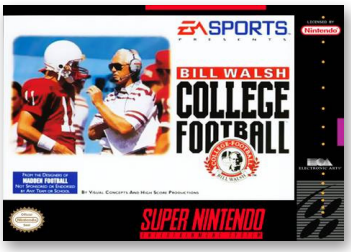
N

## Bill Walsh College Football

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | Visual Concepts |
| **Release date** | (us) June 1, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Bill Walsh College Football is one of the earliest videogames to deal with the sport at a college level.

The game features 24 teams from the 1992 season and 24 historical teams. Because EA Sports did not acquire the licensing for the names of the more famous schools, these teams carry the names of the school cities rather than the school names.



Rarity US: 1

Rarity US: 5
Rarity EU: 7

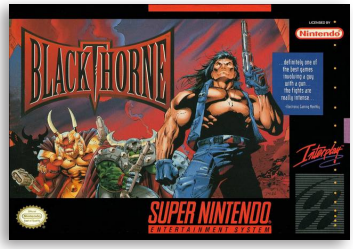
## BioMetal

6.6

| | |
|---|---|
| **Developer** | Athena |
| **Publisher** | Activision |
| **Release date** | (us) June 1, 1993 |
| | (eu) 1993 |
| **Genre** | Scrolling shooter |
| **Mode** | 1 Player |

BioMetal features six different weapons to combat the BioMetals, an extraterrestrial race determined to destroy the human race. The gameplay is very similar to that of the R-Type series, with the final boss even greatly resembling and behaving similarly to that series' iconic boss enemy Dobkeratops. BioMetal is unique in that its soundtrack was entirely created by techno group, 2 Unlimited.

J N P



Rarity US: 2
Rarity EU: 2

## Blackthorne

7.5

| | |
|---|---|
| **Developer** | Blizzard Entertainment |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) August 10, 1995 |
| | (eu) February 23, 1995 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Blackthorne, Blackhawk in some European countries, is a cinematic platformer video game. The game focuses around protagonist Kyle Vlaros who is known as the Blackthorne, out for revenge on Sarlac and his minions. The gameplay involves large platforming sequences, in which Kyle can run and climb around the environment, find keys and items and progress to the end of each maze like level.

J N P

Rarity US: 5

## BlaZeon: The Bio-Cyborg Challenge

7.2

| | |
|---|---|
| **Developer** | AI |
| **Publisher** | Atlus |
| **Release date** | (us) October 27, 1992 |
| **Genre** | Scrolling shooter |
| **Mode** | 1-2 Players |

The player is set in control of The Garland TFF-01, a sub-standard space fighter ship that is only armed with a semi-auto or rapid fire laser gun known as the Beam Vulcan and the Tranquilander. Some enemy units can be captured and used in play, where the player can take on the form of the enemy robot, taking control of its weapons, abilities and special attacks.

J N

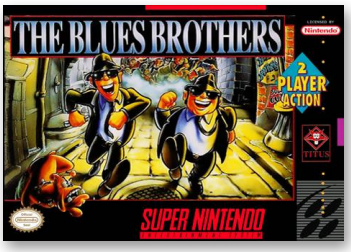
5.3

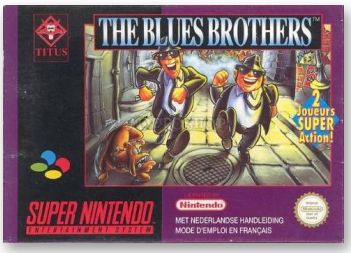
J N P

## The Blues Brothers

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) June 1, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The Blues Brothers is a video game based on the band The Blues Brothers, where the object is to evade police in order to make it to a blues concert. It was created by Titus and in gameplay is reminiscent of Capcom's Chip N' Dale series (1990), as well as Titus' own Titus the Fox. The characters have the ability to pick up objects (generally boxes) and either put them down to stand on them, or throw them at enemies.




Rarity US: 5

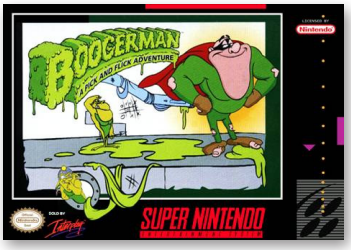
5.9

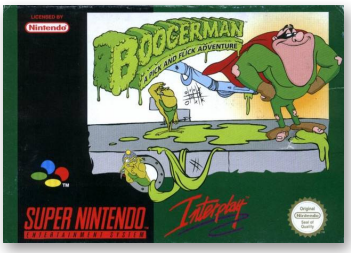
N P

## Boogerman: A Pick and Flick Adventure

| | |
|---|---|
| **Developer** | Interplay Entertainment |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) September 15, 1995 |
| | (eu) January 25, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

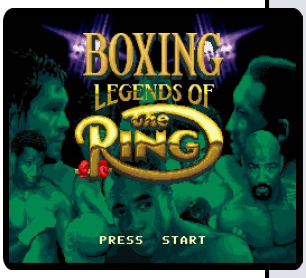
The gameplay of Boogerman operates as a simple side-scroller, with burp/fart ammunition, as well as booger ammunition. There are 20+ different levels, as well as a final boss level. Each level consists of a slight puzzle to finish to the end, and to accomplish this it is necessary to defeat foes, unique to each level.




Rarity US: 7
Rarity EU: 5

6.3



J N P

## Boxing Legends of the Ring

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Electro Brain |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Boxing Legends of the Ring, known in Japan as Final Knockout, is a boxing game for the SNES.

A special version was released in Mexico and the American Southwest called Chavez II; the game exchanged the English language words for Spanish and omitted some vocals.

Rarity US: 1
Rarity UK: 5

Rarity US: 4

## Brain Lord

7.1

| | |
|---|---|
| **Developer** | Produce |
| **Publisher** | Enix |
| **Release date** | (us) October 1, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The player takes on the role of a young adventurer who can have up to two sprites, creatures that perform tasks such as healing or long range attacks, following the player character at one time. There are five dungeons in the game: The Tower of Light, Ancient Ruins, the Ice Castle, Droog Volcano, and Platinum. The player starts out in the town of Arcs; there is only one other town, Toronto.

J N

Rarity US: 8

## The Brainies

5.9

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) April 2, 1996 |
| | (eu) 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The gameplay revolves around Mexican jumping beans (referred to in game as Brainies) as they navigate 101 levels to solve the puzzles that are in their way.

There are four difficulty levels and the object is to return the Mexican jumping beans safely home. Items can be picked up; they may be beneficial or detrimental to the Brainy depending on certain factors.

N P

Rarity US: 1

## Bram Stoker's Dracula

4.0

| | |
|---|---|
| **Developer** | Psygnosis |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) January 1, 1993 |
| | (eu) 1993 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Based on the 1992 movie of the same name which in turn is based on the 1897 novel by Bram Stoker, Dracula is a side-scrolling platforming action game.

In the game the player takes on the role of Jonathan Harker. Throughout the levels, Abraham Van Helsing will help Jonathan in his quest by providing advanced weapons.

N P

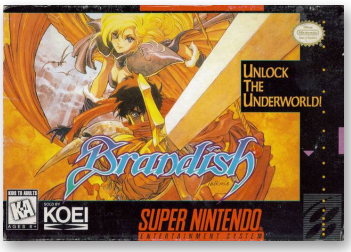
6.8

J N

## Brandish

| | |
|---|---|
| **Developer** | Nihon Falcom |
| **Publisher** | Koei |
| **Release date** | (us) February 28. 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Brandish is a top-down view dungeon crawler game. Originally released by Nihon Falcom in 1991 for the NEC PC-9801 and FM Towns home computers, Brandish was later released for the SNES. The SNES port is the only English language version of the game ever released. Due to Nintendo of America's policies at that time, the game was regionally censored in its depiction of Dela's revealing costume and the plot was considerably altered.



Rarity US: 3

6.8

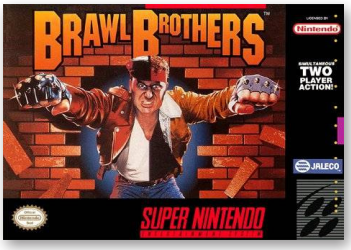
J N P

## Brawl Brothers

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) April 13, 1993<br>(eu) 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

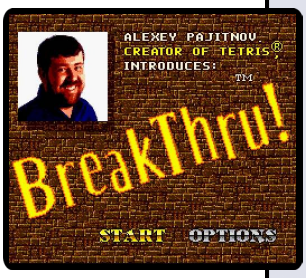
As in Final Fight, the player has to walk sideways and fight bad guys for several stages. Next to the general food-health supplies, the player can also pick up weapons like sticks, guns, grenades and such.

It is the only known SNES game that features the Japanese version on the same cartridge, accessible through use of a cheat code.



Rarity US: 3
Rarity DE: 8

6.0



N

## BreakThru!

| | |
|---|---|
| **Developer** | Artech Digital Entertainment |
| **Publisher** | Spectrum Holobyte |
| **Release date** | (us) June 1, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The game is commonly attributed to being designed by Alexey Pajitnov, who also originally designed Tetris. However, despite Pajitnov's name and face being on the game's title screen and box art, the PC version of the game clearly states that he only "endorses" and his only actual credits for the game is a "Special Thanks".

In the game, the player must move the cursor amongst a grid and try to remove every colored square.

Rarity US: 5

Rarity US: 1

## Breath of Fire

7.6

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Square |
| **Release date** | (us) August 10, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Set in a fantasy world, Breath of Fire follows the journey of a boy named Ryu, one of the last surviving members of an ancient race with the ability to transform into mighty dragons, as he searches the world for his sister. During his quest, Ryu meets other warriors who share his quest, and comes into conflict with the Dark Dragon Clan, a militaristic empire who seeks to take over the world by reviving a mad goddess.

J N

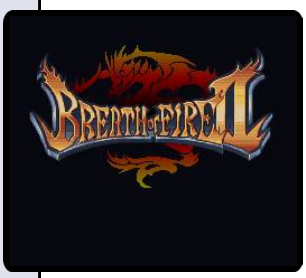
Rarity US: 3

## Breath of Fire II

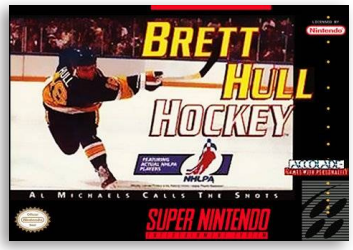
8.0

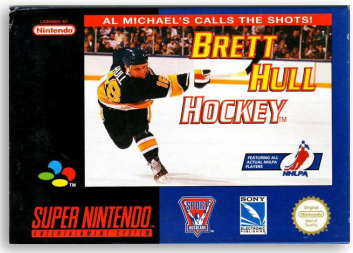
| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) December 10, 1995 |
| | (eu) April 25, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Unlike later installments in the series, Breath of Fire II is a direct sequel to Breath of Fire. Set 500 years after the original game, the story centers on an orphan named Ryu Bateson, whose family vanished mysteriously long ago. After his friend is falsely accused of a crime, Ryu embarks on a journey to clear his name.



J N P



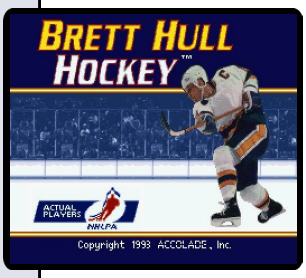

Rarity US: 2

## Brett Hull Hockey

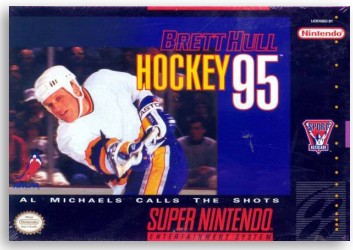
6.6

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Accolade |
| **Release date** | (us) January 11, 1994 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Brett Hull Hockey features standard graphics for its time. There is exhibition mode, regular season mode, and playoff mode. There are also options to turn on/off music, sound effects, and the pre-game coaching mode can turn a losing team into a winning team and vice versa.



N P



Rarity US: 2

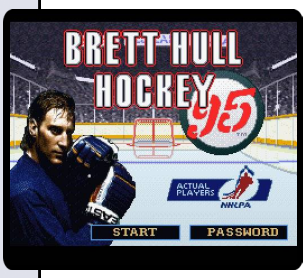
## Brett Hull Hockey '95

5.7

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Accolade |
| **Release date** | (us) September 9, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game is the sequel to the original Brett Hull Hockey. The gameplay options include Exhibition, Half Season, Full Season, Play-offs and All-Star. Al Michaels called the play-by-play for every game (including the exhibition and all-star games).

More than 600 authentic hockey players are used for this simulation game. Athletes are rated in skills related to skating, offense, defense, and goaltending skills.



Rarity US: 8

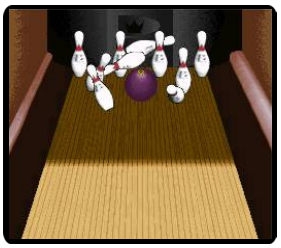
## Bronkie the Bronchiasaurus

4.2

| | |
|---|---|
| **Developer** | WaveQuest |
| **Publisher** | Raya Systems |
| **Release date** | (us) September 26, 1995 |
| **Genre** | Edutainment, Platformer |
| **Mode** | 1-2 Players |

Bronkie the Bronchiasaurus is a part of educational video game series from Raya that includes Captain Novolin, Rex Ronan: Experimental Surgeon and Packy and Marlon.

The game attempts to teach children about asthma. The two friends, Bronkie and Trakie, with the help of their sidekicks, Sam and Kyla, must find the missing machine parts and save the planet.



Rarity US: 1

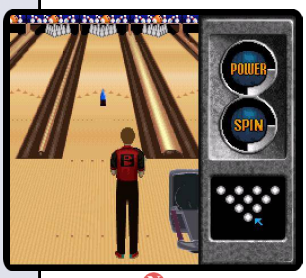
## Brunswick World: Tournament of Champions

6.4

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) August 12, 1997 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Brunswick World: Tournament of Champions is a bowling game that engages players in the life of an aspiring bowler who wants to make it to the top of the professional bowling world.

The player can play exhibition mode or league mode for all the fun of bowling in a local league without the social interaction and/or dating.



5.3

## Brutal: Paws of Fury

J N P

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | GameTek |
| **Release date** | (us) December 6, 1994 |
| | (eu) 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Brutal: Paws of Fury, known in Japan as Animal Buranden - Brutal, features a full cast of anthropomorphic animals as selectable fighters. The game also featured an ability to learn new moves and save them via a password feature. Originally a Sega CD exclusive, it was later ported to a number of gaming consoles including the SNES.

Rarity US: 2
Rarity DE: 2

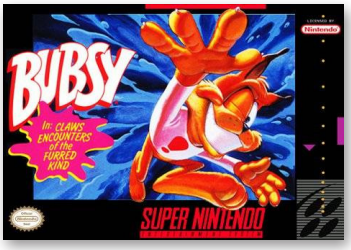
5.8

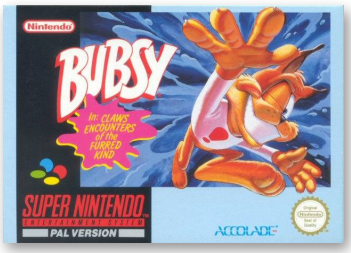
## Bubsy in Claws Encounters of the Furred Kind

J N P

| | |
|---|---|
| **Developer** | Accolade |
| **Publisher** | Accolade |
| **Release date** | (us) May 1, 1993 |
| | (eu) October 28, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Bubsy in Claws Encounters of the Furred Kind is the first game in the Bubsy series of video games. The game's name is a play on words in reference to Close Encounters of the Third Kind, with the game revolving around Bubsy defending the planet's supply of yarnballs from alien invaders.




Rarity US: 1
Rarity EU: 2

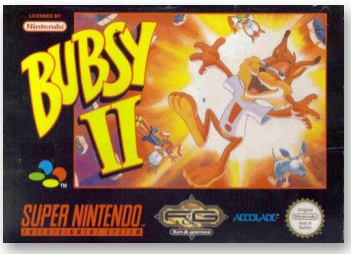
5.3

## Bubsy 2

N P

| | |
|---|---|
| **Developer** | Accolade |
| **Publisher** | Accolade |
| **Release date** | (us) April 3, 1994 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game plays very similar to the prior game in the series, as a 2D sidescrolling platformer. The player must still maneuver Bubsy through the level through jumping and gliding, and Bubsy still collects objects, only now they're "orbs" instead of "yarnballs". The game did feature a little more variety than its predecessor. One new feature in the game was the ability to shoot a Nerf gun.




Rarity US: 5
Rarity EU: 8

Rarity US: 1

## Bugs Bunny Rabbit Rampage

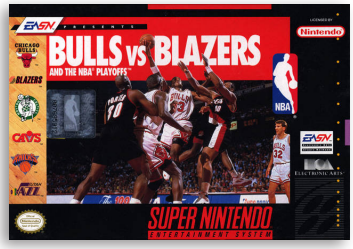
6.2

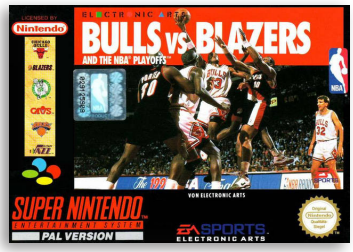
| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (us) February 15, 1994 |
| | (eu) September 29, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Bugs Bunny Rabbit Rampage is a action game where the player controls Bugs Bunny as he fights traditional Looney Tunes villains in order to confront the main villain of the story, animator Daffy Duck.

Most levels in the game are based around various Looney Tunes shorts. The game features characters such as Elmer Fudd and Yosmite Sam.

J N P



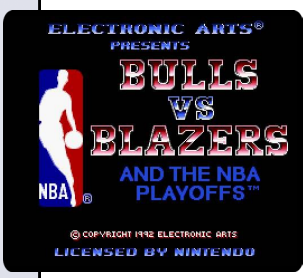

Rarity US: 1

## Bulls versus Blazers and the NBA Playoffs

6.1

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | Electronic Arts |
| **Release date** | (us) December 1, 1992 |
| | (eu) 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Bulls vs. Blazers and the NBA Playoffs is the sequel to Bulls vs Lakers and the NBA Playoffs. Like its predecessor, the game's title refers to the previous season's NBA championship series, the 1992 NBA Finals match-up between the Chicago Bulls and Portland Trail Blazers.



J N P

Rarity US: 2

## Bust-a-Move

7.5

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) March 1, 1995 |
| | (eu) 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Bust-a-Move, also known as Puzzle Bobble in Japan, is a tile-matching puzzle game for one or two players. It is based on Taito's popular 1986 arcade game Bubble Bobble, featuring characters and themes from that game. Its characteristically cute Japanese animation and music, along with its play mechanics and level designs, made it successful as an arcade title and spawned several sequels and ports to home gaming systems.

J N P

6.5

## Cacoma Knight in Bizyland

J N

| | |
|---|---|
| **Developer** | SETA |
| **Publisher** | SETA |
| **Release date** | (us) June 1, 1993 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-2 Players |

Cacoma Knight is a hybrid of action and puzzle elements. Each level is a single screen. The first image that the player sees is a landscape. The image will then fade into a "corrupt" version of the landscape. The player can then use the Magical Chalk to section off an area of the landscape, using either the borders of existing cleared sections or the borders of the screen. When a full shape is completed with no holes in its borders, the smaller of the two sections created is "purified".

Rarity US: 3

5.9

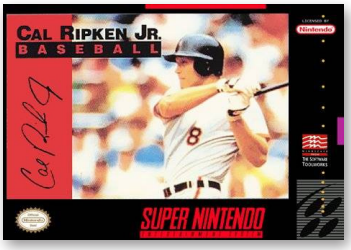
## Cal Ripken Jr. Baseball

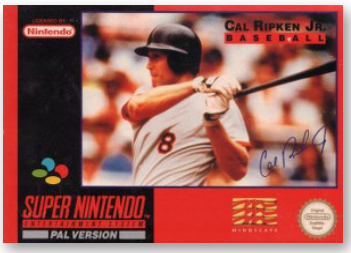
N P

| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) December 1, 1992<br>(eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Cal Ripken Jr. Baseball is a 1992 sports video game released by Mindscape for the Sega Genesis and SNES.

Due to a lack of licensing from Major League Baseball (MLB), the game features no MLB team names, stadiums, or artwork, and Cal Ripken, Jr. himself is the only non-fictitious player in the game.




Rarity US: 1
Rarity EU: 7

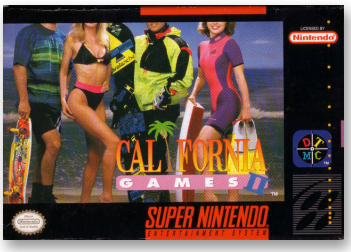
4.8

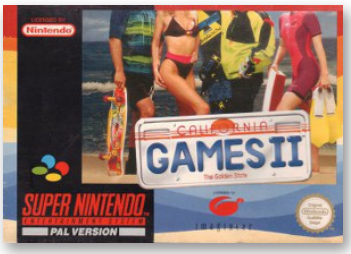
## California Games 2

J N P

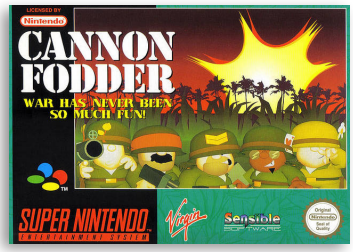
| | |
|---|---|
| **Developer** | Silicon Sorcery |
| **Publisher** | DTMC |
| **Release date** | (us) January 1, 1993<br>(eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

California Games II is a sports game for the Amiga, DOS, Sega Master System, and SNES. The five sports events consisted of: Hang gliding, Jet ski, Snowboarding, Bodysurfing, Skateboarding. The object of the game is to score as many points as possible by performing stunts and surviving the event. Each event had different play mechanics and physics as well.




Rarity US: 2
Rarity DE: 5

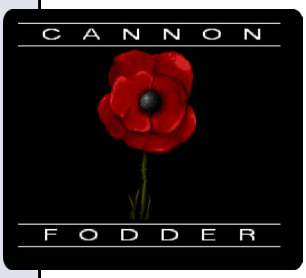



## Cannon Fodder

7.1

| | |
|---|---|
| **Developer** | Sensible Software |
| **Publisher** | Virgin Interactive |
| **Release date** | (eu) January 1, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Cannon Fodder is a series of war (and later science fiction) themed action games initially released for the Commodore Amiga. The series has a clear, somewhat darkly humorous method of gameplay that perhaps even doubles as social commentary. The player is in charge of a squad of between one to eight men that can be, for command purposes, split up to three groups. All men have a machine gun with unlimited ammunition, as well as limited caches of grenades and rockets.



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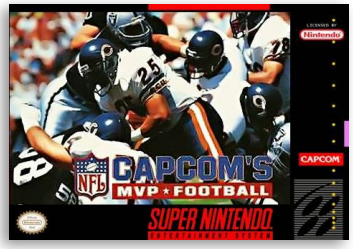


Rarity US: 2

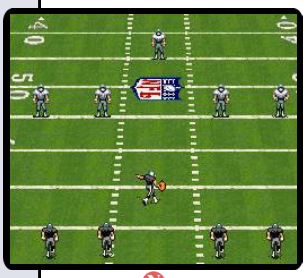
## Capcom's MVP Football

5.6

| | |
|---|---|
| **Developer** | Equilibrium |
| **Publisher** | Capcom |
| **Release date** | (us) June 1, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Capcom's MVP Football is a North America-exclusive video game for the SNES which simulates the American football game of the NFL.

There are four different game modes: Custom mode, a tournament mode, MVP mode, and a Demo mode. Other features of the game include: an instant replay after the end of every important play, and Game statistics show deficient stats in red numerals.



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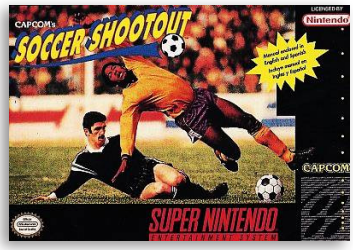
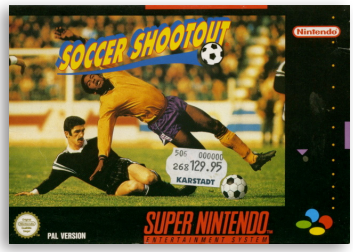


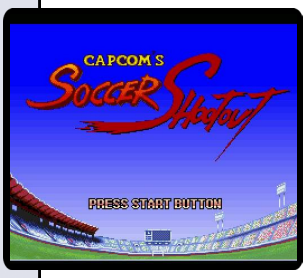

Rarity US: 6

## Capcom's Soccer Shootout

7.0

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, (eu) Nintendo |
| **Release date** | (us) September 15, 1994<br>(eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

J.League Excite Stage is a Japan-exclusive soccer game based on the J.League. The game was later published by Capcom in North America as Capcom's Soccer Shootout and by Nintendo in Europe as Soccer Shootout. Instead of featuring all clubs from the 1994 J. League season like the original Japanese version, both versions featured 12 national teams.



J N P

5.1

N P

## Captain America and The Avengers

| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) September 1, 1993<br>(eu) 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-4 Players |

Captain America and the Avengers features the Marvel Comics characters The Avengers in a side-scrolling brawling and shooting adventure to defeat the evil Red Skull. Players can choose to play as one of four members of the Avengers: Captain America, Iron Man, Hawkeye, and the Vision.

Rarity US: 1
Rarity EU: 5

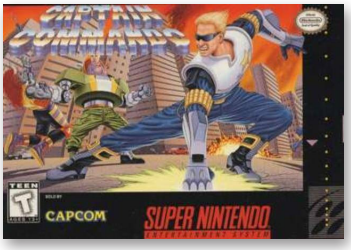
6.8

J N P

## Captain Commando

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) August 1, 1995<br>(eu) 1995 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

Captain Commando is a 1991 futuristic side-scrolling beat 'em up game originally published as a coin-operated video game, and later ported to several other platforms. The game stars the titular superhero who was originally conceived as a fictional spokesman used by Capcom USA in the company's console games during the late 1980s.



Rarity US: 6
Rarity EU: 8

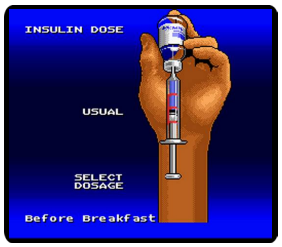
2.2

N

## Captain Novolin

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Raya Systems |
| **Release date** | (us) November 2, 1992 |
| **Genre** | Edutainment, Platformer |
| **Mode** | 1 Player |

Captain Novolin is an educational platform video game, starring the eponymous superhero who has type 1 diabetes. The game became available to the public in 1992 and was sponsored by Novo Nordisk, makers of the Novolin brand of insulin. It is a part of educational video game series from Raya that includes Rex Ronan: Experimental Surgeon, Packy and Marlon and Bronkie the Bronchiasaurus.




Rarity US: 7

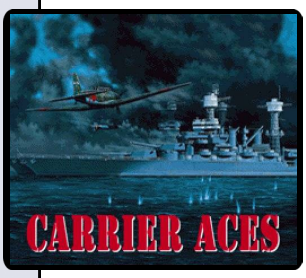
Rarity US: 5
Rarity EU: 5

## Carrier Aces

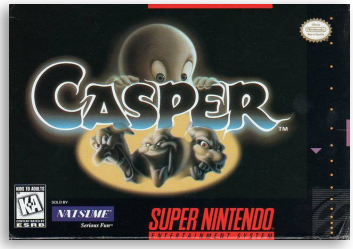
5.8

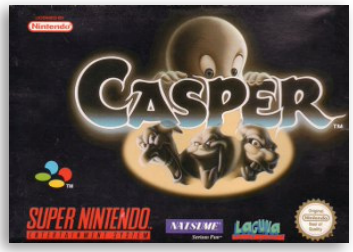
| | |
|---|---|
| **Developer** | Synergistic Software |
| **Publisher** | Cybersoft |
| **Release date** | (us) January 1, 1995 |
| | (eu) 1995 |
| **Genre** | Flight simulator |
| **Mode** | 1-2 Players |

Carrier Aces takes place during World War II. Players control an aircraft pilot of either the United States or the Japanese air forces. Based aboard an aircraft carrier, players can do numerous missions in an effort to help the war effort. Campaign modes allow for all aircraft to have their own statistics and allow players to carry certain types of aircraft into the combat zone.



J N P



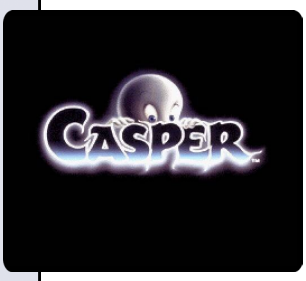

Rarity US: 8
Rarity EU: 8

## Casper

4.5

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Natsume |
| **Release date** | (us) December, 1996 |
| | (eu) 1997 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

The player controls Casper, followed by Kat Harvey whom he has to protect from any danger. Being a ghost, Casper can pass through walls and other obstacles, but he can't go away from Kat too much, or else Carrigan's ghost will abduct her. The game follows loosely the plot of the movie. This game uses a revised Absolute A Boy and His Blob engine.



J N P

Rarity US: 5

## Castlevania: Dracula X

7.1

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) September 1, 1995 |
| | (eu) February 22, 1996 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Castlevania: Dracula X, known as Castlevania: Vampire's Kiss in Europe, is a re-release of Castlevania: Rondo of Blood for the PC Engine CD. While the plot is similar to Rondo of Blood and it uses many of the latter's graphics, it featured a different art style, redesigned levels, and altered gameplay elements (such as having only two alternate levels and Maria as a non-playable character).

J N P

4.9

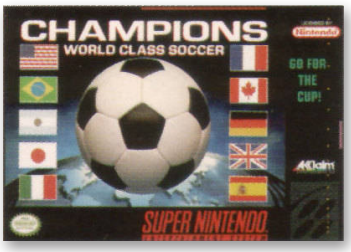
J N P

## Champions World Class Soccer

| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November 4, 1994 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Modes of play included in the game are Exhibition Match and Tournament Mode.

The British release featured a picture of Welsh international Ryan Giggs on the game box. The German featured Sepp Maier, and the French featured Paris Saint-Germain.



Rarity US: 1

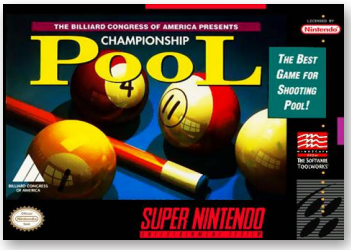
6.1

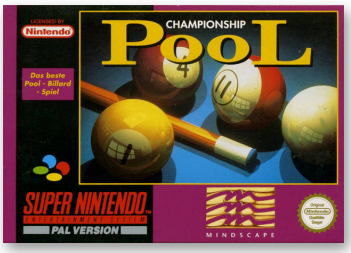
J N P

## Championship Pool

| | |
|---|---|
| **Developer** | Bitmasters |
| **Publisher** | Mindscape |
| **Release date** | (us) November 3, 1993 |
| | (eu) November, 1993 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

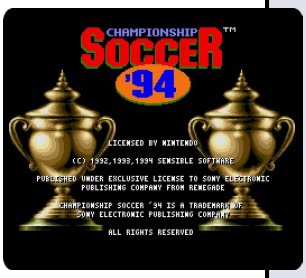
The game is a straightforward, virtual version of pool, and includes several games: eight-ball, nine-ball, three-ball, ten-ball, fifteen-ball, straight pool, rotation, equal offense, and speed pool. The player may play against the computer or other players. Other gameplay modes include "Tournament" (single-player, computer opponents), "Freestyle" (players make up own game rules), and "Challenge" (single-player, shot practice).

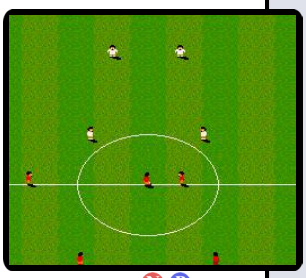



Rarity US: 2
Rarity EU: 7

6.0



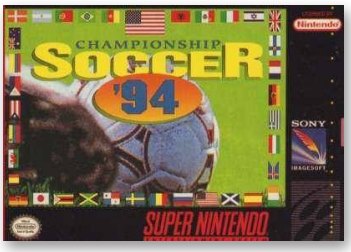
N P

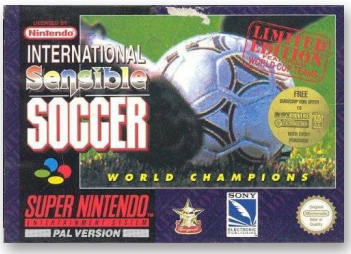
## Championship Soccer '94

| | |
|---|---|
| **Developer** | Sensible Software |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) June 23, 1994 |
| | (eu) February, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

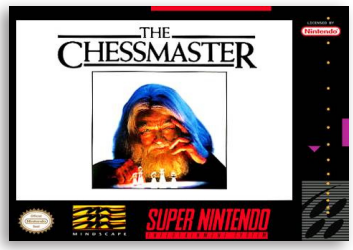
Sensible Soccer, known in the US as Championship Soccer '94, is a soccer game similar to the Kick Off series. The graphical view is from a distance overhead, making the players small on screen, but allowing player to view around half the pitch.

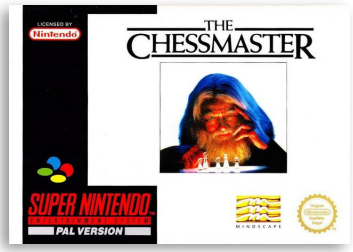
*"thegamesdb.net"*




Rarity US: 5




Rarity US: 2
Rarity EU: 5

## The Chessmaster

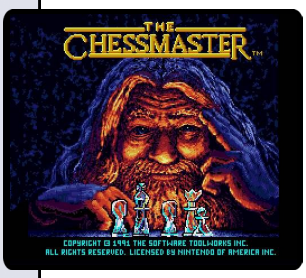
5.7

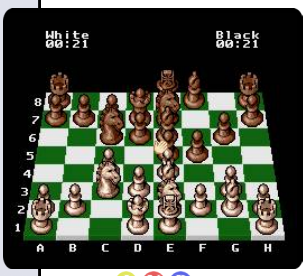
| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) September 1, 1991 |
| | (eu) December, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

The Chessmaster is a game where the player has the chance to play against the CPU controlled Chessmaster at a standard game of chess.

To play the game the player must pick up the chess pieces with there hand cursor and place it in the desired location, within the rules a standard chess game.

*"mobygames.com"*




J N P

Rarity US: 3

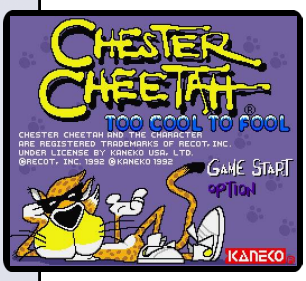
## Chester Cheetah: Too Cool to Fool

5.6

| | |
|---|---|
| **Developer** | Kaneko |
| **Publisher** | Kaneko |
| **Release date** | (us) December 2, 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Chester Cheetah: Too Cool to Fool, starring Cheetos mascot Chester Cheetah, is composed of simple side-scrolling platform levels. On each level there is a hidden "scooter" part. in game, Chester can dash and stun many enemies by jumping on their heads.

Curiously, no actual mention of the Cheetos snack food is ever made during the course of the game.



N

Rarity US: 1

## Chester Cheetah: Wild Wild Quest

5.5

| | |
|---|---|
| **Developer** | Kaneko |
| **Publisher** | Kaneko |
| **Release date** | (us) March 1, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Chester Cheetah: Wild Wild Quest is designed much like Super Mario World in which the player navigates through levels in a map, and the game is also a platformer.

Players must explore the entire United States looking for Cheetos to eat while either avoiding or defeating enemies.

N

6.3

J N P

## Choplifter III

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Extreme Entertainment Group |
| **Release date** | (us) January 1, 1994 |
| | (eu) August 8, 1994 |
| **Genre** | Shoot 'em Up |
| **Mode** | 1 Player |

Choplifter III is the third Choplifter title starting with the original Apple II game released in 1982. The gameplay revolves around piloting a rescue helicopter into hostile territory and rescuing hostages. The player's task is made more complicated by the limited number of hostages the helicopter can carry as well as increasing difficulty throughout the four chapters of the game.

Rarity US: 5

9.3

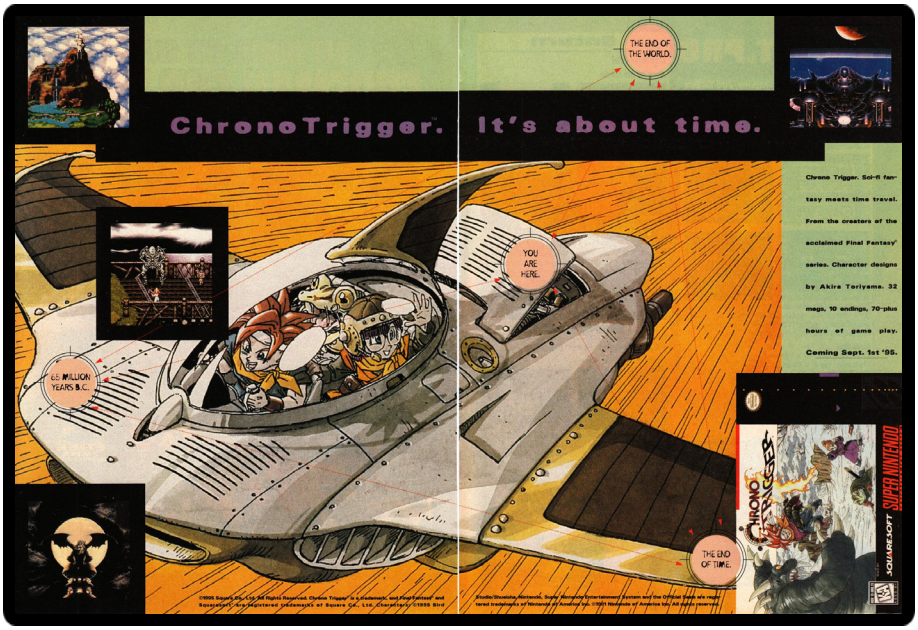
J N

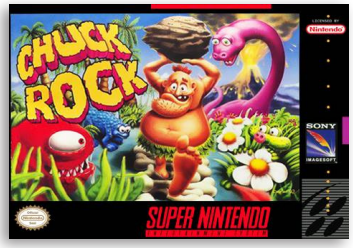
## Chrono Trigger

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (us) August 22, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Chrono Trigger was a critical and commercial success upon release and is frequently cited as one of the best video games of all time. Nintendo Power magazine described aspects of Chrono Trigger as revolutionary, including its multiple endings, plot-related sidequests focusing on character development, unique battle system, and detailed graphics.

Rarity US: 2





Rarity US: 1
Rarity EU: 7

## Chuck Rock

5.2

| | |
|---|---|
| **Developer** | Core Design |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) November 1, 1992 |
| | (eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Chuck Rock is a slapstick side-scrolling platform video game of the early-to-mid 1990s, which was initially created by Core Design in 1991 and was subsequently ported to a large number of home consoles of the time over the next few years. The eponymous Chuck Rock is an overweight, square-jawed caveman characterized by loutish and lewd behaviour perhaps influenced by the lad culture of the 1990s.

N P

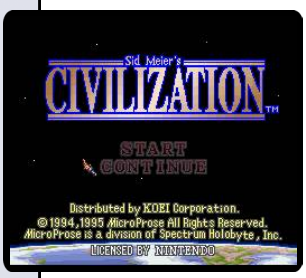
Rarity US: 5

## Civilization

7.3

| | |
|---|---|
| **Developer** | Microprose |
| **Publisher** | Koei |
| **Release date** | (us) June 30, 1995 |
| **Genre** | Real-time Strategy |
| **Mode** | 1 Player |

Civilization is a turn-based single player strategy game. The player takes on the role of the ruler of a civilization, starting with one settler unit, and attempts to build an empire in competition with two to six other civilizations. The game requires a fair amount of micromanagement. Along with the larger tasks of exploration, warfare and diplomacy, the player has to make decisions about where to build new cities.



J N

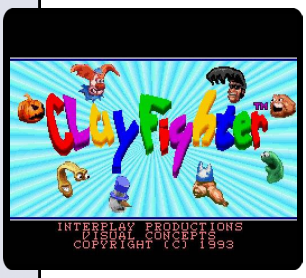
Rarity US: 1
Rarity EU: 2

## ClayFighter

6.0

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) November 30, 1993 |
| | (eu) May 26, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

ClayFighter's design was originally made to compete with fighting games such as Mortal Kombat, but without the heavy violence and gore that was becoming controversial. Interplay pushed the game saying "Parents who object to blood-and-guts games now have an alternative title that gives kids the kind of intense action they want to see in fighting games" to draw sales.



N P

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6.2

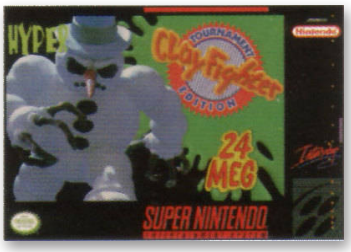
N

## ClayFighter: Tournament Edition

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) November 22, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The Tournament Edition of Clay Fighter fixes some glitches and adds new features to the original 2D fighting game. Most scenarios were changed or redone, the graphics are brighter and the gameplay is faster. The characters can now perform three and four-hit combos. More voice-overs and a new introduction cut-scene were added.

*"mobygames.com"*



Rarity US: 5

6.0

N P

## ClayFighter 2: Judgment Clay

| | |
|---|---|
| **Developer** | Interplay Entertainment |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) January 1, 1995 |
| | (eu) May 23, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Producer Jeremy Airey stated that the team scrapped the "primitive" engine used in ClayFighter and developed ClayFighter 2 using a set of programming tools. The development process for the game, including creating the tools, was completed in less than six months from start to finish. For the game's clay animation and stop motion, Interplay contracted a company other than Danger Productions, which had done the first game.

Rarity US: 3
Rarity EU: 5

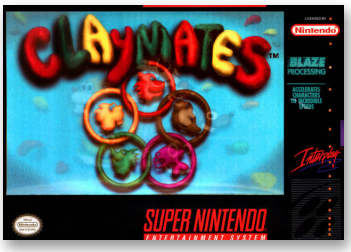
6.6

N P

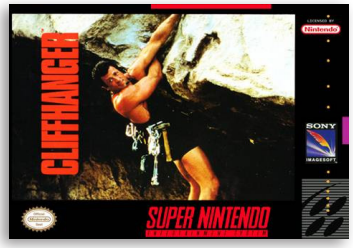
## Claymates

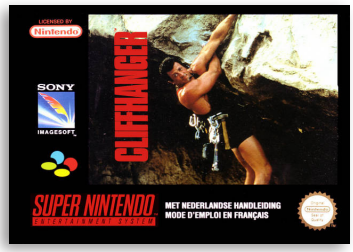
| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) April 26, 1993 |
| | (eu) November 20, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player uses bits of a formula lying around in the levels to transform into animals to best fit with the environment and make it to the end of the level. Special abilities that are in a clay ball transform Clayton into helpful animals as he races the clock to collect as much as possible and still make it to the end, jumping over obstacles and attacking with the animal in use.



Rarity US: 3
Rarity EU: 5




Rarity US: 2

## Cliffhanger

4.5

| | |
|---|---|
| **Developer** | Malibu Interactive |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) October 25, 1993 |
| | (eu) December 10, 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1 Player |

Cliffhanger, based on the movie, begins with Gabe responding to the call, before Hal being captured. In order to progress through the game, the player must watch out for enemies and either avoid them by jumping or defeat them by attacking with various weapons, such as a knife or a gun. There are also bosses after every few levels, the final boss being Qualen, the leader of the terrorist group.

N P

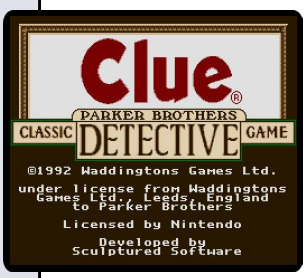
Rarity US: 1

## Clue

6.5

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Parker Brothers |
| **Release date** | (us) July 1, 1992 |
| **Genre** | Board game |
| **Mode** | 1-6 Players |

Clue: Parker Brothers' Classic Detective Game is a North American-exclusive based on the popular board game of the same name. Up to six players can play, using any controller. The object of the game, as in the board game, is to find out who killed Mr. Boddy where and with what.



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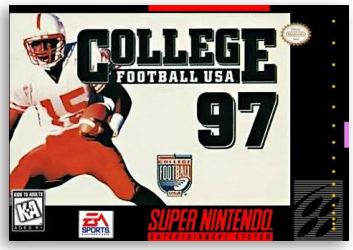


Rarity US: 1

## College Football USA '97: The Road to New Orleans

6.1

| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | High Score Productions |
| **Release date** | (us) June 1, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

College Football USA 97 was the fourth installment of the series. The game featured University of Nebraska quarterback Tommie Frazier on the cover.

The game added a new "create player" feature and custom schedules, new animations and all 111 Division I-A teams.

N

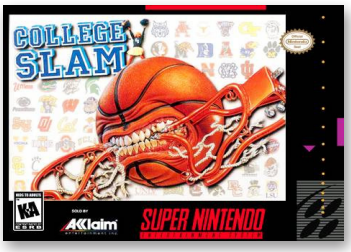
6.8

## College Slam

N

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) January 31, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

College Slam is a college basketball game. Its game play is nearly identical to NBA Jam, (in which it can also be considered a 3rd sequel). It includes most major Division I colleges, but there are many, such as the University of Tennessee, the University of Notre Dame, and Mississippi State University (who had just made a run to the Final Four that year), that are not included.



Rarity US: 1

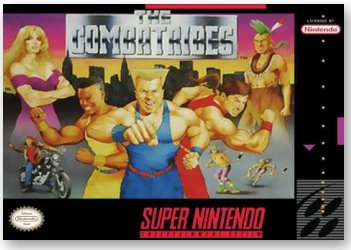
6.4

## The Combatribes

J N

| | |
|---|---|
| **Developer** | Technōs Japan |
| **Publisher** | American Technōs |
| **Release date** | (us) March 1, 1993 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

The Combatribes was originally a 1990 beat 'em-up game released for the arcades by Technos Japan Corp (the developers of Renegade and Double Dragon). The Super NES version of The Combatribes makes a few changes to the game. The game now features story sequences before and after boss battles, as well as an opening intro explaining the plot and a different ending. The gameplay remains the same.



Rarity US: 5

7.2

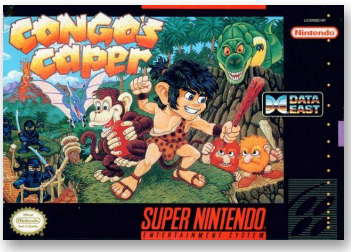
## Congo's Caper

J N P

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (us) May 1, 1993<br>(eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Congo's Caper, known in Japan as Tatakae Genshijin 2: Rookie no Bōken (which makes it a sequel for Joe & Mac), is a SNES/Super Famicom game by Data East.

The protagonist Congo searches for the kidnapped Congette. He is a "superkid," a monkey turned into a half-human. Collecting three rubies will turn the player into Super Congo who has special powers.



Rarity US: 3
Rarity EU: 7

Rarity US: 1

## Contra III: The Alien Wars

8.2

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) April 6, 1992 |
| | (eu) November 19, 1992 |
| **Genre** | Platformer, Run and Gun |
| **Mode** | 1-2 Players |

Taking advantage of the technology provided by the Super NES, the graphics in Contra III improved upon the NES versions of the first two installments, bringing it closer to the quality of their arcade counterparts. The level design is more complex, and provides more opportunity for interaction. For instance, players can grab on to poles or ceilings and navigate them, destroy buildings and scenery, and commandeer tanks.

J N P

Rarity US: 1

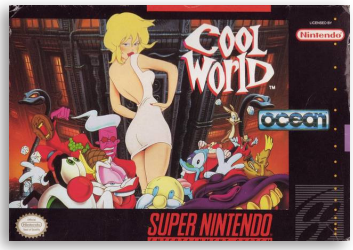
## Cool Spot

6.5

| | |
|---|---|
| **Developer** | Virgin Interactive |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) September 1, 1993 |
| | (eu) February 24, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The title is a single-player platformer in which the player controls Cool Spot, the cherry in the 7 Up logo, who can jump, and attack by throwing soda bubbles in any direction. Cool Spot can also cling to and climb various things by jumping up in front of them. In each level the player must rescue other cool spots, who look exactly alike, from their cages.

J N P



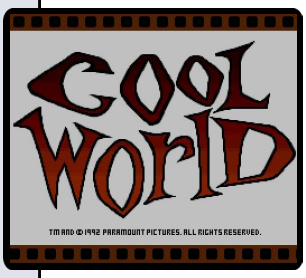
Rarity US: 2
Rarity ES: 10

## Cool World

3.4

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) February 1, 1993 |
| | (eu) 1992 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Cool World is loosely based on the 1992 movie of the same name. In contrast to the computer/Game Boy and NES versions, this version of the game played more like an adventure game. It is the only version of the game that allows players to control Jack Deebs, who must avoid the advances of Holli Would and return home.



N P

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Rarity US: 2

## Cutthroat Island

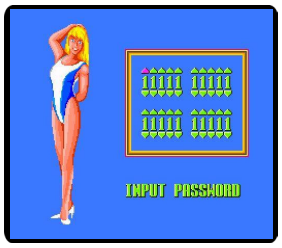
4.8

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim Entertainment, LJN |
| **Release date** | (us) March 1, 1996 |
| | (eu) February 22, 1996 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1-2 Players |

Cutthroat Island is based on the film Cutthroat Island. When the game was first released, it featured a promotion by which players could find hidden treasure chests in the game and enter a contest to win real world prizes.

The game features single-player and two-player action modes and features two different gameplay styles to choose from: Swordplay and Brawling.

N P




Rarity US: 3

## Cyber Spin

5.7

| | |
|---|---|
| **Developer** | Takara |
| **Publisher** | Takara |
| **Release date** | (us) November 1, 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Cyber Spin, known in Japan as Shinseiki GPX: Cyber Formula, which is based on the anime Future GPX Cyber Formula, uses a top-down perspective and was designed in the same technique as classic arcade racing games. The vehicles of the two versions are completely different from each other. There are tracks all around the world.

J N

Rarity US: 2

## Cybernator

7.6

| | |
|---|---|
| **Developer** | NCS |
| **Publisher** | Konami |
| **Release date** | (us) April 4, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer, Run and Gun |
| **Mode** | 1 Player |

Cybernator was the subject of censorship during its localization. The Japanese version features written dialog accompanied by a portrait of the speaker, but these portraits were removed during localization. There is also a scene absent in which the president of the enemy forces, whose banner is the EU one's, after realizing that his nation has been defeated, commits suicide.

J N P

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Rarity US: 1

## Daffy Duck: The Marvin Missions

6.3

| | |
|---|---|
| **Developer** | ICOM Simulations |
| **Publisher** | Sunsoft |
| **Release date** | (us) October 1, 1993 |
| | (eu) April 28, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Daffy Duck: The Marvin Missions starts out in the outskirts of a Martian resort and progresses to the remaining 19 stages.

Most of the people who designed and developed this game would go on to make Bugs Bunny Rabbit Rampage.

N P

Rarity US: 2

## Darius Twin

7.1

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) November 30, 1991 |
| | (eu) April 22, 1993 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Though similar to the arcade Darius entries, Darius Twin featured slightly different gameplay features, most notably in the player's power-ups. Players collected weapon and shield power-ups from square shaped enemies that approached the player from the front and behind, but once players died after collecting a certain amount of power-ups, the power-ups the player collected stayed with the ship post-destruction.

J N P

Rarity US: 1
Rarity UK: 7

## David Crane's Amazing Tennis

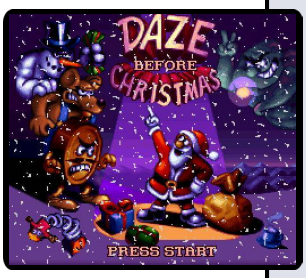
4.4

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) November 5, 1992 |
| | (eu) 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

David Crane's Amazing Tennis simulates the men's singles game across three set matches, the game is viewed from behind the player. Clay, grass and hard courts are available, and the player can specify handedness. There are a selection of fictional computer controlled opponents available, each with different strengths, and a two player local multiplayer option is available.

J N P

6.6



P

## Daze Before Christmas

| | |
|---|---|
| **Developer** | Funcom |
| **Publisher** | Sunsoft |
| **Release date** | (eu) November 1, 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Daze Before Christmas is a video game developed by Norwegian video game development company Funcom and originally released by Sunsoft onto the Sega Mega Drive in 1994 exclusively in Australia. The lead Mega Drive programmer of the game, Carl-Henrik Skårstedt, said that the Super NES version had one programmer working on it and the porting took about six months.

Rarity DE: 8

6.6

N P

## The Death and Return of Superman

| | |
|---|---|
| **Developer** | Blizzard Entertainment |
| **Publisher** | Sunsoft |
| **Release date** | (us) August 1, 1994 |
| | (eu) 1994 |
| **Genre** | Beat 'Em Up |
| **Mode** | 1 Player |

The Death and Return of Superman is a beat 'em up based on the Death of Superman storyline. It features many characters from the comics, including Superman himself, Superboy, Steel, Cyborg, the Eradicator, and Doomsday. All of the five Supermen are playable characters at some point.

Rarity US: 4

6.3

N P

## Demolition Man

| | |
|---|---|
| **Developer** | Virgin Interactive |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) August 1, 1995 |
| | (eu) September 28, 1995 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Demolition Man is primarily a platform game, with two overhead top-down shooter segments. Stages are filled with several enemies, mostly gunmen. Power ups can be found around the stages that increase the characters health or ammunition. The game gives the player limited continues and very few lives. The first stage is set in 1996 and all stages after in 2032, following a simplified plot of the movie.

Rarity US: 2

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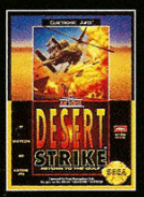


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8.2

## Demon's Crest

J N P

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) November 1, 1994<br>(eu) March 1, 1995 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

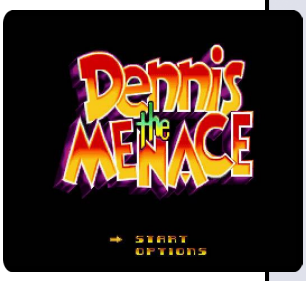
Demon's Crest is the third video game starring Firebrand (an enemy character from the Ghosts 'n Goblins series, known as "Red Arremer" in the Japanese version).

The gameplay is a mix of standard platforming, with mild RPG elements. The stages are divided into six main areas and can be played multiple times.

Rarity US: 2

4.6

## Dennis the Menace



N P

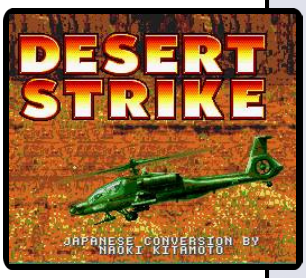
| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) December 1, 1993<br>(eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Dennis the Menace is a multiplatform video game based on the 1993 movie of the same name. The object in all versions of the game is to defeat a burglar who managed to find Dennis' town via the local railroad connection. Stages include Mr. Wilson's house, the great outdoors, a boiler room, and eventually the big boss battle with the burglar himself.

Rarity US: 1

7.0

## Desert Strike: Return to the Gulf



J N P

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Electronic Arts |
| **Release date** | (us) October 1, 1992<br>(eu) May 27, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The game was inspired by the Gulf War and depicts a conflict between an insane Middle Eastern dictator, General Kilbaba, and the United States. The player controls a lone Apache helicopter and attempts to destroy enemy weapons and installations, rescue hostages and capture enemy personnel.

Rarity US: 1

Rarity US: 2

## D-Force

5.7

| | |
|---|---|
| **Developer** | Asmik Ace Entertainment |
| **Publisher** | Asmik Ace Entertainment |
| **Release date** | (us) December 31, 1991 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

D-Force, known in Japan as Dimension Force, is a 1991 vertical scrolling shooter. It involves an Apache helicopter set on defeating an evil Middle Eastern dictator. There are seven levels which feature six countries. Some of the levels involve switching altitudes in order to attack enemies from a different height, which uses Mode 7, one of the main features of the Super NES.

J N

Rarity US: 2

## Dig & Spike Volleyball

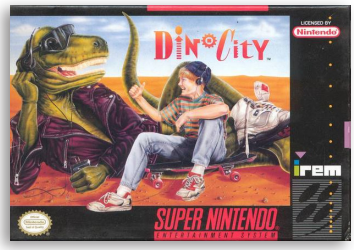
6.3

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) December 1, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Dig & Spike Volleyball is a volleyball game where the player can choose from two different venues, each with their own rules. They can either choose an indoor event, where they can choose from International teams and compete in a 6 v. 6 person squad with rules and regulations, giving it an authentic feel. There is also a 2 vs. 2 beach game where the gameplay is more relaxed which is ideal for beginners to the game.

*"mobygames.com"*

J N



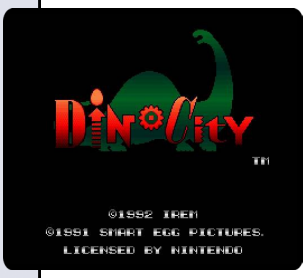
Rarity US: 6
Rarity DE: 7

## DinoCity

6.8

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (us) September 4, 1992<br>(eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

DinoCity is loosely based on the 1991 television film Adventures in Dinosaur City by Smart Egg Pictures, and borrows many of the film's characters, settings, and basic plot while providing its own unique art direction and style. The game is a traditional platformer-style action game where the player must avoiding obstacles, jumping on platforms, and defeating enemies.



J N P

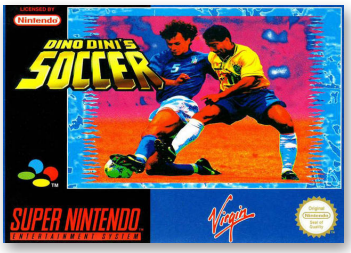
5.2

P

## Dino Dini's Soccer

**Developer** Eurocom
**Publisher** Virgin Interactive
**Release date** (eu) November 10, 1994
**Genre** Sports
**Mode** 1-2 Players

Dino Dini's Soccer was a conversion of Goal! for the Amiga to the Sega Mega Drive by Dino Dini, the author of the original version. There conversion for the SNES was only an interpretation of the game, and Dino was unhappy to have his name associated with it, as he was not responsible for any of that version and had no creative control over it.




3.8

P

## Dirt Racer

**Developer** MotiveTime
**Publisher** Elite Systems
**Release date** (eu) May 31, 1995
**Genre** Racing
**Mode** 1 Player

Dirt Racer is a Europe-exclusive racing game for the SNES. This game uses the Super FX powered GSU-1 to provide enhanced graphics.

Players must drive their dirt track racing vehicle across a road rally. The car comes complete with a speedometer, a lap counter, and a lap time counter. There are a pre-determined number of chances to complete the game, like in Super Mario Kart and F-Zero.

Rarity EU: 7

5.8

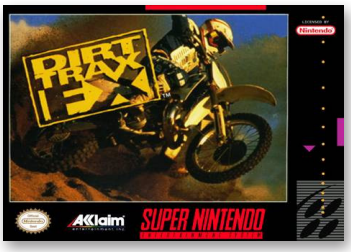
N P

## Dirt Trax FX

**Developer** Sculptured Software
**Publisher** Acclaim Entertainment
**Release date** (us) June 16, 1995
(eu) 1995
**Genre** Racing
**Mode** 1-2 Players

The player can choose between eight different riders with unique characteristics and four bikes ranging from 50cc to 500cc. There are 22 tracks with four difficulty levels of gameplay.

The game is part of a small list of 3D games on the SNES, and is part of an even smaller list of 3D games on the SNES that allows two players to play simultaneously.



Rarity US: 1
Rarity EU: 7

Rarity US: 1
Rarity EU: 2

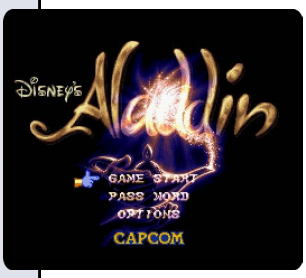
## Disney's Aladdin

7.3

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) November 21, 1993 |
| | (eu) January 27, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Based on the film of the same name, Disney's Aladdin is a 2D side-scrolling video game in which the player characters are Aladdin and his monkey Abu.

Within each stage, Aladdin must defeat foes by jumping on them or disorienting them by throwing apples while avoiding dangerous obstacles. Gems can be collected to gain extra lives and points.



J N P

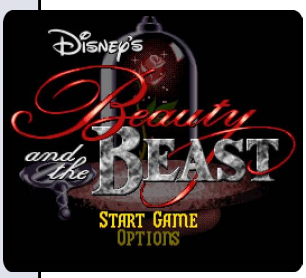
Rarity US: 3
Rarity EU: 5

## Disney's Beauty and the Beast

5.7

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Hudson Soft, (jp) Virgin Interactive |
| **Release date** | (us) July 1994 |
| | (eu) February 23, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The entire game is played through the perspective of the Beast. As the Beast, the player must get Belle to fall in love so that the curse cast upon him and his castle will be broken, she will marry him and become a princess. The final boss of the game is Gaston. There is also a snowball fight scene in the middle of the game and cutscenes between stages that tells the story of the movue.



J N P

Rarity US: 5

## Disney's Bonkers

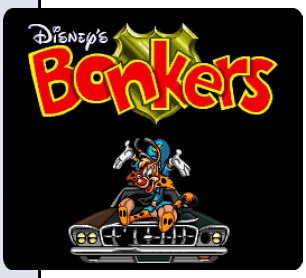
6.9

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) December 15, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is based on the Disney TV show of the same name. Bonkers is a bob-cat police officer who lives in "toondom", a cartoony land where people co-exist with various creatures from cartoon movies.

In this game, Bonkers can jump and dash, throwing enemies aside and even destroying some obstacles. Enemies can be killed by jumping on their heads.

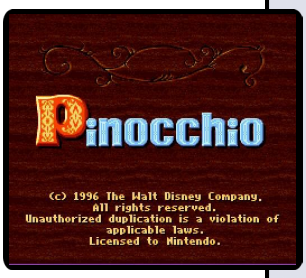
*"mobygames.com"*



J N

6.0

## Disney's Pinocchio



J N P

**Developer** Virgin Interactive
**Publisher** Disney Interactive
**Release date** (us) November 1, 1996
(eu) November 28, 1996
**Genre** Platformer
**Mode** 1 Player

Disney's Pinocchio is based on Walt Disney's animated feature film Pinocchio, originally released in 1940.

The game uses intertitles between levels to convey the story, in the form of a children's storybook. Pinocchio travels from home and must choose to go to School or Easy Street. He then travels from Stromboli's marionette show to Pleasure Island and then into the sea.

Rarity US: 1
Rarity EU: 5

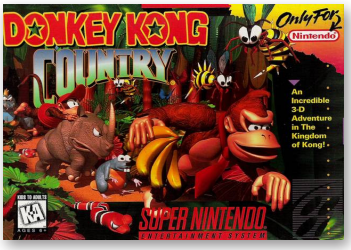
8.5

## Donkey Kong Country

J N P

**Developer** Rare
**Publisher** Nintendo
**Release date** (us) November 21, 1994
(eu) November 24, 1994
**Genre** Platformer
**Mode** 1-2 Players

Donkey Kong Country is the first Donkey Kong game that was not produced or directed by Shigeru Miyamoto, the character's original creator. It was directed by Tim Stamper instead, although Miyamoto was still involved with the project. Following an intense marketing campaign, Donkey Kong Country received critical acclaim and selling more than nine million copies, making it the second-best-selling SNES game.



Rarity US: 1
Rarity EU: 1

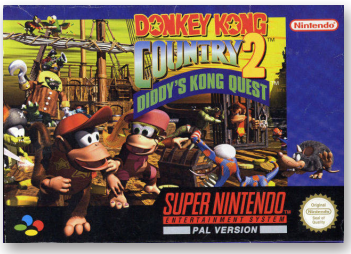
8.8

## Donkey Kong Country 2: Diddy's Kong Quest

J N P

**Developer** Rare
**Publisher** Nintendo
**Release date** (us) November 20, 1995
(eu) December 14, 1995
**Genre** Platformer
**Mode** 1-2 Players

In comparison with the original Donkey Kong Country gameplay, the game includes many hidden bonus stages with collectible tokens which are rewarded for completing each stage. It also abandoned a few from the original game. For example, steel barrels were removed, eliminating the ability to roll on top of them.




Rarity US: 1
Rarity EU: 2

Rarity US: 2
Rarity EU: 2

## Donkey Kong Country 3: Dixie Kong's Double Trouble!

8.1

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Release date** | (us) November 22, 1996 |
| | (eu) December 19, 1996 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Donkey Kong Country 3 is a platform game where players control Dixie Kong and her cousin Kiddy Kong through 48 levels. Many of the gameplay elements from previous games in the series see a return in this game, such as barrels and bonus levels which reward the player with special "bonus coins."

J N P

Rarity US: 1

## Doom

6.5

| | |
|---|---|
| **Developer** | id Software |
| **Publisher** | Williams Entertainment |
| **Release date** | (us) September 1, 1995 |
| | (eu) October 26, 1995 |
| **Genre** | First-Person Shooter |
| **Mode** | 1 Player |

Doom on the Super Nintendo is one of the few games to include a Super-FX 2 chip. This version includes 22 levels from the PC version and features the 5 missing levels from the Jaguar version but instead is missing 5 different levels and does not include support for saving the game progress.

*"giantbomb.com"*

J N P

Rarity US: 2

## Doom Troopers

6.2

| | |
|---|---|
| **Developer** | Adrenalin Interactive |
| **Publisher** | Playmates |
| **Release date** | (us) November 15, 1995 |
| **Genre** | Run and Gun |
| **Mode** | 1-2 Players |

Doom Trooper is based on the collectible card game designed by Bryan Winter. The game is a platform shooter similar to the Contra series.

The player assumes the role of one of two commandos, Mitch Hunter and Max Steiner, fighting an evil horde of invading zombies and mutants. The game features eight different levels and the ability of two players to play cooperatively.

N

You.

Them.

Capisce?

Doom. Super NES. 22 levels. All the original monsters and weapons. Plus the new FX2 chip. So strap on your ammo and start spitting lead because the only thing that sucks worse than the pay are the odds.

DOOM™

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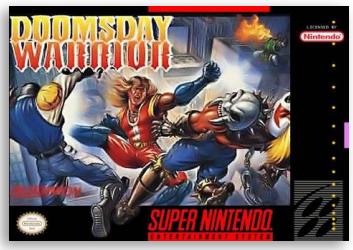
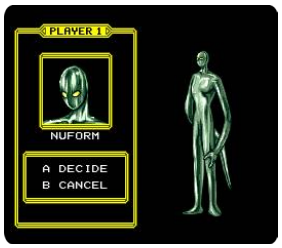


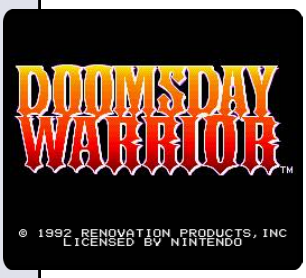

Rarity US: 3

## Doomsday Warrior

3.9

| | |
|---|---|
| **Developer** | Laser Soft |
| **Publisher** | Renovation Products, (jp) Laser Soft |
| **Release date** | (us) April 30, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

In this game, players must become the Doomsday Warrior after betraying the Doom Squad. This squad consists of fighters who are under the influence of a diabolical wizard. Winning the game requires the player to defeat the other six members that remain in the Doom Squad. Unlike most fighting games, the player can choose which opponent to fight next.



J N

Rarity US: 2

## Double Dragon V: The Shadow Falls

4.8

| | |
|---|---|
| **Developer** | Leland Interactive Media |
| **Publisher** | Tradewest |
| **Release date** | (us) August 5, 1994 |
| | (eu) July 10, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Double Dragon V: The Shadow Falls is a 1994 American-produced sequel to Technōs Japan's Double Dragon series. Unlike the previously produced Double Dragon games, Technōs had little or no credited involvement in the development of the game outside of licensing the series' name to publisher Tradewest.

N P

Rarity US: 3

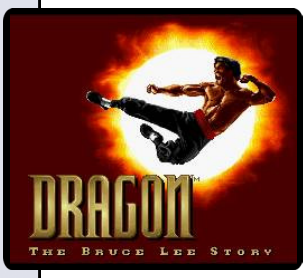
## Dragon: The Bruce Lee Story

5.4

| | |
|---|---|
| **Developer** | Virgin Interactive |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) July 1, 1995 |
| | (eu) February 23, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-3 Players |

Dragon: The Bruce Lee Story is a fighting game based on the film Dragon: The Bruce Lee Story, which is a semi-fictionalized account of the life of Bruce Lee.

Players control Lee, and must defeat the sailor from the dance in Hong Kong, the chefs from the Chinese Restaurant in San Francisco, amongst others to progress through the game, recalling action scenes from the film.



N P

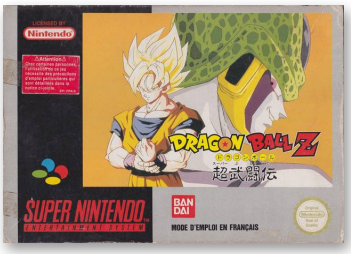
6.4

J P

## Dragon Ball Z

**Developer** Bandai
**Publisher** Bandai
**Release date** (eu) November 30, 1993
**Genre** Fighting
**Mode** 1-2 Players

Dragon Ball Z: Super Butōden is the first installment in the Super Butōden series. The game was released in Japan, France and Spain. In France and Spain the game is simply called Dragon Ball Z and is often referred as Dragon Ball Z 1. Super Butōden features 13 playable characters and its story mode spans from the final saga of Dragon Ball to the conclusion of the Cell Games.




Rarity FR: 5

7.2

J P

## Dragon Ball Z: Hyper Dimension

**Developer** Bandai
**Publisher** Bandai
**Release date** (eu) December 31, 1996
**Genre** Fighting
**Mode** 1-2 Players

Dragon Ball Z: Hyper Dimension is the last Dragon Ball Z fighting game released for the Super Famicom/ SNES in Japan and Europe. The Japanese version of the game features a story mode that begins from the Frieza Saga and ends at the Buu Saga. The characters fight on a multi-tier stage, which allows opponents to hit each other to other stages.

Rarity FR: 5

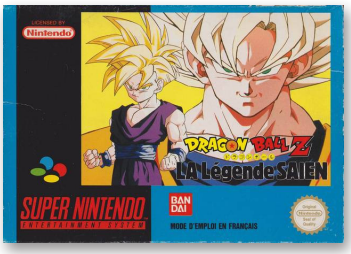
7.2

J P

## Dragon Ball Z: La Legende Saien

**Developer** Bandai
**Publisher** Bandai
**Release date** (eu) January 1, 1994
**Genre** Fighting
**Mode** 1-2 Players

Dragon Ball Z: la Légende Saien is the second installment in the Super Butōden series. The game features 10 playable characters (In the Japanese version are 8 normal, 2 unlockable with a code) and its story mode covers the Cell Games, as well as several stories involving Bojack, Zangya, and Broly completely unrelated to the movies they hail from.




Rarity FR: 7

Rarity FR: 7

## Dragon Ball Z: Ultime Menace

6.4

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (eu) November 29, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Dragon Ball Z: Ultime Menace is the third installment in the Super Butōden series. The game was released in Japan, France and Spain. Super Butōden 3 features ten playable characters (9 normal, 1 unlockable with a code). It is the only game in the series that lacks a story mode.

J P

Rarity US: 7

## Dragon View

7.5

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Kemco |
| **Release date** | (us) November 17, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Released in Japan as Super Drakkhen, it is meant to be a prequel to Drakkhen although it bears little resemblance to its predecessor. It uses the same pseudo-3D overworld system for which the series is most famous. Other features of Dragon View are its side-view action role-playing game hybrid gameplay, its well translated first person storyline, and its emphasis on player-driven undirected exploration.

J N

Rarity US: 1

## Dragon's Lair

4.1

| | |
|---|---|
| **Developer** | MotiveTime |
| **Publisher** | Data East |
| **Release date** | (us) February 1, 1993 |
| | (eu) February 18, 1993 |
| **Genre** | Action platformer |
| **Mode** | 1-2 Players |

The SNES version of Dragon's Lair is a departure from the earlier arcade titles of the same name. Instead of recreating the original arcade experience, the game now focuses on action/platforming elements.

The player must overcome 24 levels filled with enemies and obstacles. Fortunately, Dirk has both his trusty sword and the ability to used ranged weapons.

J N P

5.2

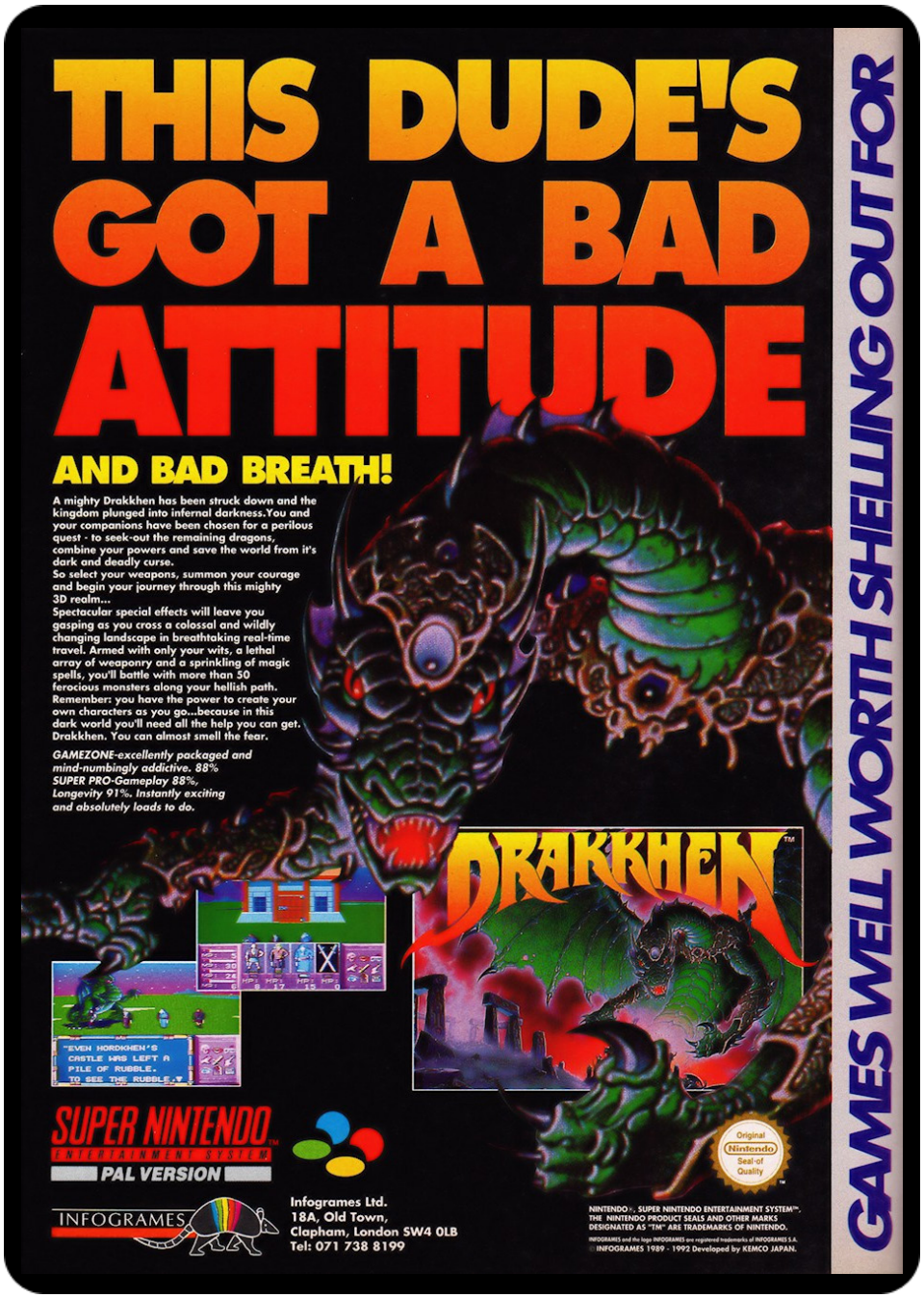
J N P

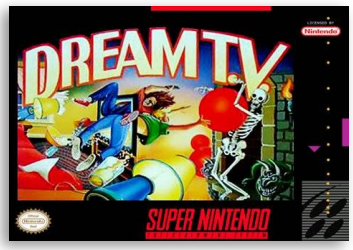
# Drakkhen

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Kemco |
| **Release date** | (us) September 1, 1991<br>(eu) 1991 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Drakkhen is a 3D role-playing video game which was initially developed for the Amiga and Atari ST, and subsequently ported to several other platforms, including the SNES. The game was notable for being among the first role-playing games to feature a three-dimensional playing field. It did not employ a fully 3D game engine, instead implementing a hybrid approach using vectors and bitmapped character-scaling algorithms.

Rarity US: 1
Rarity EU: 5





Rarity US: 6

## Dream T.V.

3.0

| | |
|---|---|
| **Developer** | BITS |
| **Publisher** | Triffix |
| **Release date** | (us) April 1, 1994 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

Dream TV is an action video game where the player has to guide two youngsters through a nightmarish land of evil television shows (using a similar plot to the campy movie Stay Tuned and Crystal Dynamics' video game Gex). The player has to escape by defeating stereotypical television villains and finding pieces of a puzzle. The game features complex labyrinths.

N

Rarity US: 6
Rarity EU: 7

## The Duel: Test Drive II

6.6

| | |
|---|---|
| **Developer** | Distinctive Software |
| **Publisher** | Accolade |
| **Release date** | (us) December 1, 1992 |
| | (eu) 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Like the original Test Drive, the focus of The Duel is driving exotic cars through dangerous highways, evading traffic, and trying to escape police pursuits.

The game can technically be "won" if the player are not stopped by the law. At which point an animated female police officer smiles at the player character; to which the character smiles in return.

N P

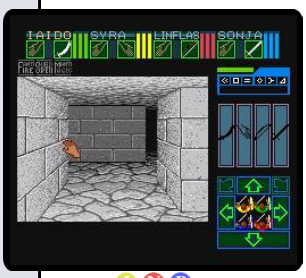
Rarity US: 3
Rarity UK: 7

## Dungeon Master

6.6

| | |
|---|---|
| **Developer** | Software Heaven, FTL Games |
| **Publisher** | JVC |
| **Release date** | (us) June 1, 1993 |
| | (eu) 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dungeon Master is a role-playing game where the player selects four adventurers and descend into the depths of the dungeon. The gameplay is reminiscent of the 3D dungeon crawl type of role-playing games popularized by Wizardry and The Bard's Tale. However, unlike these games, Dungeon Master features real-time combat, which requires the player to click on the opponent in order to execute an attack.




J N P

7.7

## E.V.O.: Search for Eden

J N

| | |
|---|---|
| **Developer** | Almanic |
| **Publisher** | Enix |
| **Release date** | (us) July 15, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

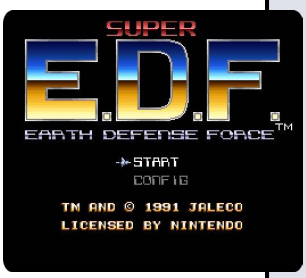
Combining traditional platforming mechanics with experience and leveling mechanics originating from role playing games, E.V.O. involves the player navigating a creature through a number of side-scrolling levels while undergoing bodily evolution to cope with ever-changing environments.

The game received mild but generally positive reviews during its initial release in North America.

Rarity US: 6

7.3

## Earth Defense Force



J N P

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) January 1, 1992<br>(eu) 1992 |
| **Genre** | Scrolling shooter |
| **Mode** | 1 Player |

Originally an arcade game, the game was later released for the SNES as Super Earth Defense Force, dropping the two player cooperative gaming mode while adding graphics and selectable weapons.

Subsequent to its release an enhanced version was broadcast via the Super Famicom's Satellaview subsystem to Japanese gamers.

Rarity US: 2
Rarity EU: 7

8.8

## EarthBound

J N

| | |
|---|---|
| **Developer** | HAL Laboratory, Ape |
| **Publisher** | Nintendo |
| **Release date** | (us) June 5, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

EarthBound, known as Mother 2 in Japan, is the second game of the Mother series, and the only one to be released in the English language until its predecessor was released under the name EarthBound Beginnings in 2015 as part of Wii U's Virtual Console.

As Ness and his party of four, the player travels the world to collect melodies en route to defeating the evil alien force Giygas.

Rarity US: 4

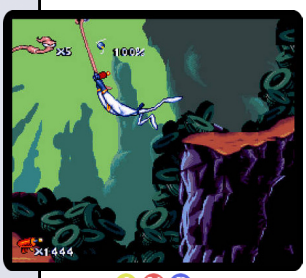
Rarity US: 1

## Earthworm Jim

7.2

| | |
|---|---|
| **Developer** | Shiny Entertainment |
| **Publisher** | Playmates |
| **Release date** | (us) October 2, 1994 |
| | (eu) January 26, 1995 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

Created by Doug TenNapel and designed by David Perry, the game was first released for the Sega Genesis in 1994. The game plays as a 2D sidescrolling platformer with elements of a run and gun game as well. The player controls Jim and must maneuver him through the level while avoiding obstacles and enemies. The player can use Jim's gun as a method of shooting enemies, or his head as a whip for whipping enemies.



J N P

Rarity US: 2

## Earthworm Jim 2

7.4

| | |
|---|---|
| **Developer** | Shiny Entertainment |
| **Publisher** | Playmates |
| **Release date** | (us) January 1, 1996 |
| | (eu) January 25, 1996 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

The purpose of the game is largely the same as it was in the original Earthworm Jim; traverse through the levels in order to save Princess What's Her Name, and defeat the game's numerous enemies, namely Psy-Crow. However, gameplay is much more diverse than in the first Earthworm Jim.

N P

Rarity US: 7

## Eek! The Cat

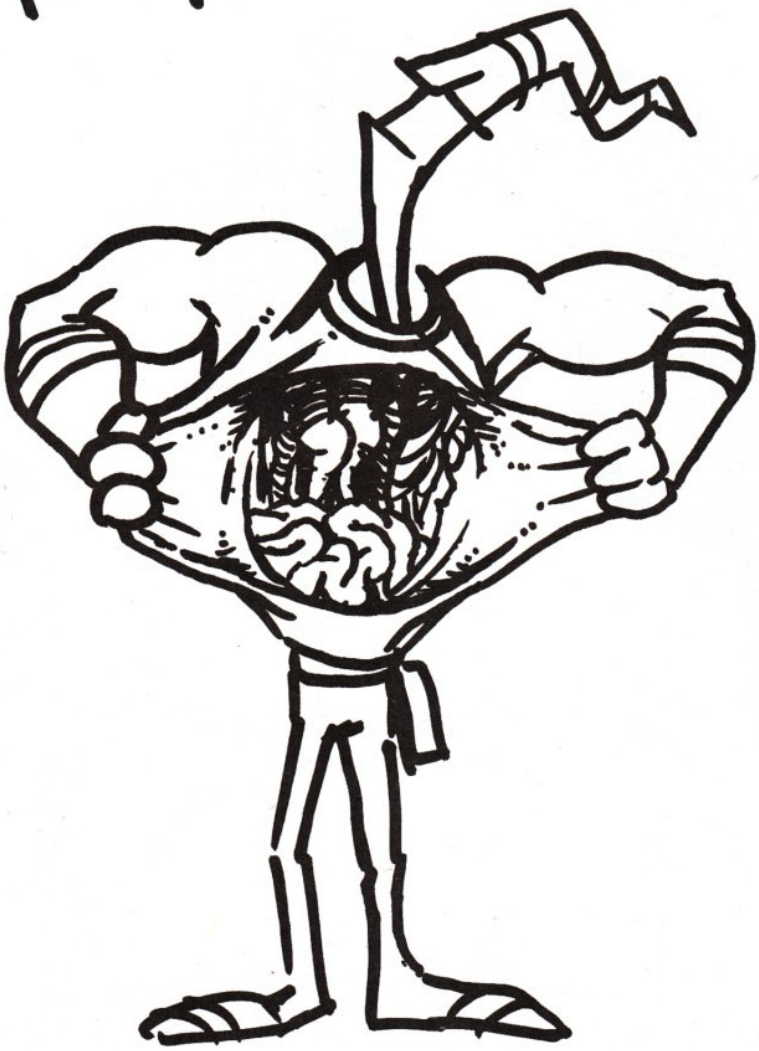
5.0

| | |
|---|---|
| **Developer** | CTA Developments |
| **Publisher** | Ocean Software |
| **Release date** | (us) August 1, 1994 |
| | (eu) 1994 |
| **Genre** | Platformer, Strategy |
| **Mode** | 1 Player |

Eek! The Cat was first released as Sleepwalker for the Amiga, Amiga CD32, C64 and Atari ST in 1993. In this licensed port, Eek must help his friends through 6 huge levels of hazards. This platformer has a novel approach that the player can take as much damage as possible, but must keep his protectee safe from harm using various skills. Situations reflect the cartoon.

N P

# He HAs No SPINE, BUT He's ALL GUTS.



# EARTHWORM JIM™

## SNES® • GENESIS™

Coming In October

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Shiny Entertainment

Playmates Interactive Entertainment

PLAYED FIRST GAME OF EQUINOX.

AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.

HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD DUNGEON.

STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGEON.

HAVING TROUBLE SEEING THE SCREEN, AND NEED TO TAKE NAPS BETWEEN DUNGEONS, BUT YOU CAN NOW GET TO THE SIXTH DUNGEON WITH EASE.

CAN'T SEE THE SCREEN, CAN'T HEAR THE SOUND EFFECTS, CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. FEELING THE END IS NEAR, YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.

WELCOME TO THE 7 DUNGEONS OF GALENDONIA, AN UNDERGROUND WORLD FULL OF GHOSTS, BATS, BLOBS, AND EVIL WOMEN. THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY.

YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. WITHOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.

AFTER A LONG, BLOODY BATTLE WITH BOSS CHARACTER SUNG SUNG, YOU'VE EARNED A STRING FOR GLENDAAL'S HARP. IT'S A SMALL REWARD, BUT AT LEAST YOU'RE NOT DEAD.

YOU'VE SURVIVED TO DO BATTLE WITH SONIA, THE EVIL EMPRESS. NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK. GOOD LUCK.

(sure, it's just a game.) SONY IMAGESOFT

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6.7

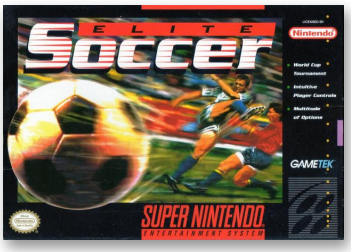
J N P

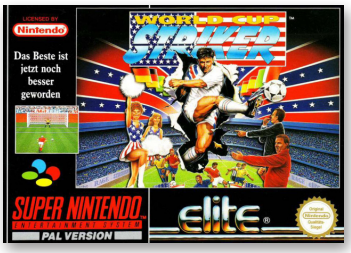
## Elite Soccer

| | |
|---|---|
| **Developer** | Elite |
| **Publisher** | Elite, (jp) Coconuts Japan |
| **Release date** | (us) August, 1994<br>(eu) July 15, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

This soccer game is a sequel to the 1992 game, Striker. World Cup Striker, known in North America as Elite Soccer, was released for the Super Nintendo in 1994. It was basically a repackaged version of Striker, but slightly better.

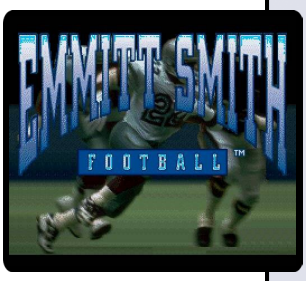
The game lets the player choose from 24 National teams in a chance to play in the World Cup tournament.




Rarity US: 7

4.5

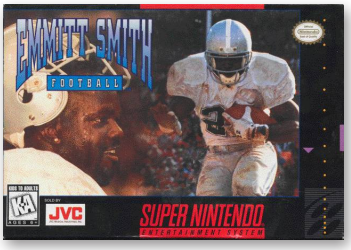


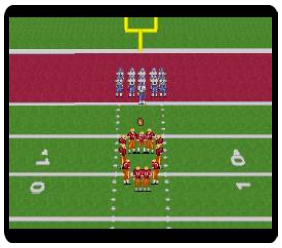
N

## Emmitt Smith Football

| | |
|---|---|
| **Developer** | Bitmasters |
| **Publisher** | JVC |
| **Release date** | (us) November 1, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Emmitt Smith Football is an American football game released exclusively for the SNES in North America. Its namesake is former all-pro running back Emmitt Smith of the 1994 Dallas Cowboys. There is no official use of any licenses other than the Emmitt Smith name, making the teams and players fictional.



Rarity US: 1

6.3

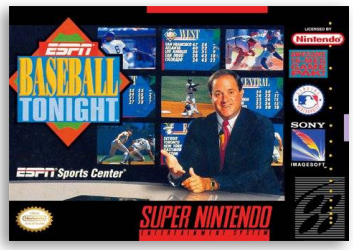
J N P

## Equinox

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) March 5, 1994<br>(eu) March 25, 1994 |
| **Genre** | Action adventure |
| **Mode** | 1 Player |

Equinoxis is the sequel to Solstice: The Quest for the Staff of Demnos, a 1990 NES game. The protagonist Glendaal moves from room to room looking for 'tokens', twelve of which must be collected and brought to a boss area where they enable the 'summoning' of one of the game's boss characters. Each of these must be defeated to enable progress to the next area.

Rarity US: 2



Rarity US: 1

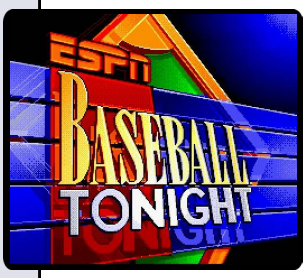
## ESPN Baseball Tonight

5.7

| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) May 1, 1994 |
| | (eu) November, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game was licensed by MLB, but not by the Players Association, so while actual team names and logos are used, no player names are in the game.

The lead programmers for the project were Alexander Ehrath and Russel Shanks. The game's simulation engine was written from scratch by the two lead programmers.



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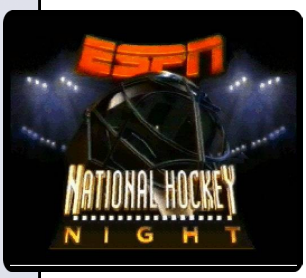
Rarity US: 1

## ESPN National Hockey Night

5.7

| | |
|---|---|
| **Developer** | Sony Imagesoft |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) December 1, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

ESPN National Hockey Night is a traditional ice hockey simulation for the SNES. Like most ESPN games, there is an exhibition mode, a season mode, and a playoff mode. Most of the notable NHL players from the 1990s are included; though their real names are not used, the players' jersey numbers are matched up with the '93-'94 stats of the real world players who wore those numbers.



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Rarity US: 3

## ESPN Speed World

6.2

| | |
|---|---|
| **Developer** | Sony Imagesoft |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) November 30, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

ESPN Speed World is based on the television series of the same name. The real-life drivers from the mid-1990s are missing because the game only has an ESPN license and not an official NASCAR license.

Players control NASCAR Winston Cup stock cars as they do laps around various oval tracks, road courses, and superspeedways that are based on the actual NASCAR circuits of the 1990s.

N

5.0

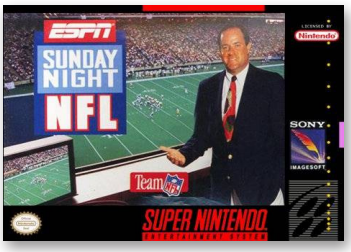
N

## ESPN Sunday Night NFL

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) November 10, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Like in other football games, the player must run, pass, and/or kick a ball across a regulation field spanning 100 yards in order to score points.

Weather conditions would vary, making the game has an element of realism that manipulates the football and the players. All of the 28 teams that were in the NFL were during the early 1990s were in the game. However, the names of the individual players are not used.



Rarity US: 1

6.9

J N

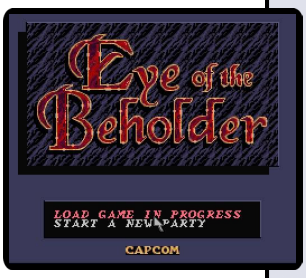
## Extra Innings

| | |
|---|---|
| **Developer** | Sony Imagesoft |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) March 20, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Extra Innings features 12 fictional teams composed of their own fictional players, drawn in an anime style. Players can also create two custom teams, the players of which can have their names and ratings edited any number of times. For the most part, the game adhered to realistic rules of baseball; it omitted some more complex strategies such as the double switch.

Rarity US: 1

5.8



J N

## Eye of the Beholder

| | |
|---|---|
| **Developer** | Strategic Simulations, Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) April 1, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Eye of the Beholder is a dungeon crawler RPG with a first-person perspective based on the 2nd Edition AD&D rules. The starting party consists of four characters and up to two NPCs can join later. Combat and magic happen in real time, similarly to Dungeon Master. There is a variety of monsters to fight and spells to cast. The game features a point-and-click interface for fighting, spellcasting and handling objects.

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Rarity US: 2

Rarity US: 1
Rarity EU: 1

## F-Zero

7.7

**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) August 23, 1991
(eu) June 4, 1992
**Genre** Racing
**Mode** 1 Player

F-Zero is the first game of the F-Zero series and was one of the two launch titles for the SNES in Japan, but was accompanied by additional initial titles in North America and Europe.

The game is acknowledged by critics to be the game that set a standard for the racing genre and the creation of the futuristic subgenre.

J N P

Rarity US: 3

## F1 Pole Position

6.5

**Developer** Human Entertainment
**Publisher** Ubisoft
**Release date** (us) September 3, 1993
(eu) December, 1993
**Genre** Racing
**Mode** 1-4 Players

The sixteen actual race courses from the 1992 Formula One season are used in the game. The game was strange in that the opposition cars were able to pass through one another without crashing. Michael Andretti was used in the game instead of Ayrton Senna because his contract was secured with Sega for their Super Monaco GP II video game (however, the no. 1 McLaren clearly has Senna's helmet in the cockpit).

J N P

## F1 Pole Position 2

6.5

**Developer** Human Entertainment
**Publisher** Ubisoft
**Release date** (eu) December 29, 1993
**Genre** Racing
**Mode** 1 Player

F1 Pole Position 2 is basically the same game as its predecessor F1 Pole Position. It is a racing game based on the Formula 1 with the possibilities to participate in the World Grand Prix, battle mode (a single race with configurable parameters like number of laps) and training. The game is more on the realistic side of the genre and allows to customize many parts of the car, e.g. brakes, tires of shifting.

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J P

6.7

J N P

## F1 ROC: Race of Champions

| | |
|---|---|
| **Developer** | SETA |
| **Publisher** | SETA |
| **Release date** | (us) September 1, 1992<br>(eu) 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

There are more than a dozen open wheel racing tracks in the game; all of them corresponding to the 1992 Formula One season, with races all over the Earth. The game uses the Super Famicom's Mode 7 to give the track and background perspective.

Rarity US: 6

7.9

J N

## F1 ROC II: Race of Champions

| | |
|---|---|
| **Developer** | SETA |
| **Publisher** | SETA |
| **Release date** | (us) July 1, 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

F1 ROC II: Race of Champions is the sequel to F1 ROC: Race of Champions, and similarly features Formula One licensing.

The game takes place in the not-too-distant future. Open wheel racing and stock car racing have merged to become an elite racing circuit for the fastest, youngest, and most daring drivers in the world.

Rarity US: 2

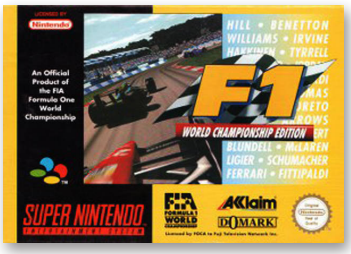
5.3

P

## F1 World Championship Edition

| | |
|---|---|
| **Developer** | Domark |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (eu) January 1, 1995 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

F1 World Championship Edition is the sequel to F1 World Championship Edition, a racing game based on the 1991 game, Vroom!.



Rarity US: 2

## Faceball 2000

5.8

| | |
|---|---|
| **Developer** | Xanth Software |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (us) September 30, 1992 |
| **Genre** | First-person shooter |
| **Mode** | 1-2 Players |

MIDI Maze is an early first person shooter maze video game for the Atari ST developed by Xanth Software F/X, and released around 1987. A Game Boy version was released in 1991. The SNES version, programmed by Robert Champagne, was released the following year, supporting two players in split-screen mode. The SNES version featured completely different graphics and levels from the earlier Game Boy version.

Rarity US: 5
Rarity UK: 8

## Family Dog

5.2

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Malibu Games |
| **Release date** | (us) June 23, 1993 |
| **Release date** | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Family Dog is based on the American/Canadian animated television series that aired in the summer of 1993 on CBS. The show was later turned into a SNES game about the life of an everyday family dog. The player has to go three places such as the home where the dog lives, a dog pound and the woods to defeat stereotypical obstacles and enemies like dog catchers and cats.

Rarity US: 2

## Family Feud

5.8

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | GameTek |
| **Release date** | (us) September 13, 1993 |
| **Genre** | Game show |
| **Mode** | 1-10 Players |

This version differs from others, with over 4,000 survey questions. The rules conforms to the shows, divided into rounds until a family reaches 300 points and the "Three Strikes" rule. It also featured the new "Bulls Eye Round" that was introduced to the show at the time.

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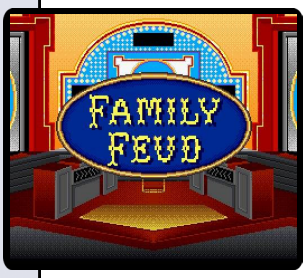

5.9

## Fatal Fury: King of Fighters

J N P

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Takara |
| **Release date** | (us) April 1, 1993 |
| | (eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The SNES version of Fatal Fury discards the two-lane system in favor of a more conventional one lane plane. The two-on-one battles are gone and the arm wrestling bonus rounds are replaced by new bonus rounds involving the main character punching flying tires. In the game's Versus Mode, all of the CPU-controlled characters are playable, albeit only on the second player's side.

Rarity US: 1

6.6

## Fatal Fury 2

J N

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Takara |
| **Release date** | (us) April 1, 1994 |
| | (eu) 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The player can choose one from eight playable characters: Terry Bogard, Andy Bogard, Joe Higashi, Big Bear, Jubei Yamada, Cheng Sinzan, Kim Kaphwan, and Mai Shiranui. The game has four bosses. The combat system is more complex than in the first game, supporting four keys to attack. The two-plane (foreground and background) battle system has also been retained.

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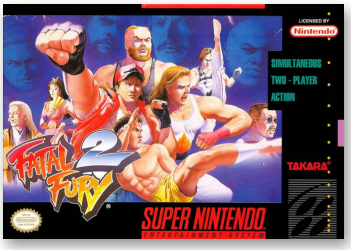

Rarity US: 2
Rarity EU: 8

7.1

## Fatal Fury Special

J N

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Takara |
| **Release date** | (us) April 1, 1995 |
| | (eu) 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Fatal Fury Special is an improved version of SNK's 2D one-on-one fighter Fatal Fury 2. The objective is to win the tournament by defeating all other fighters including end boss Wolfgang Krauser. Fatal Fury Special still features the series' trademark pseudo-3D movement along two planes.

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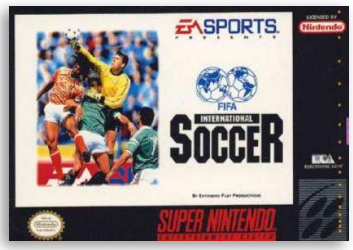
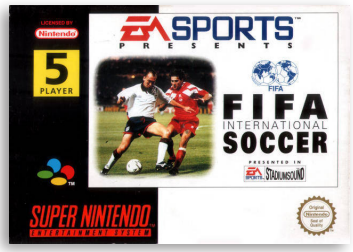
Rarity US: 2




Rarity US: 1

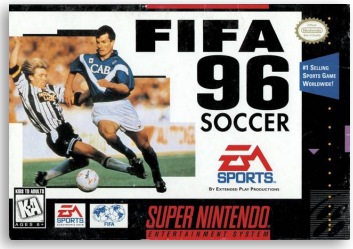
## FIFA International Soccer

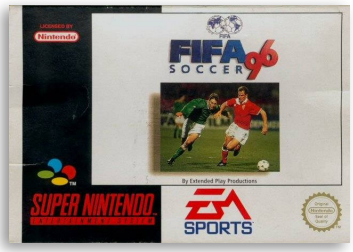
7.1

| | |
|---|---|
| **Developer** | Extended Play Productions |
| **Publisher** | EA Sports |
| **Release date** | (us) May 1, 1994 |
| | (eu) June 23, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Known as EA Soccer during development and sometimes subsequently also known as FIFA '94, the first game in the series was released in the weeks leading up to Christmas 1993. This greatly hyped football title broke with traditional 16-bit era games by presenting an isometric view rather than the more usual top-down view (Kick Off), side view (European Club Soccer), or bird's-eye view (Sensible Soccer).

J N P




Rarity US: 1

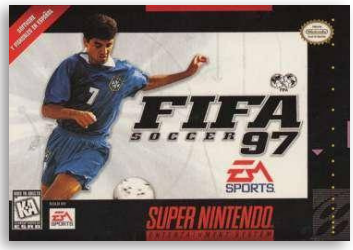
## FIFA Soccer 96

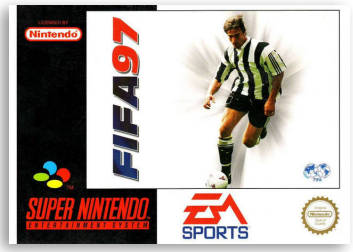
6.1

| | |
|---|---|
| **Developer** | Extended Play Productions, Probe |
| **Publisher** | EA Sports |
| **Release date** | (us) July 1, 1995 |
| | (eu) November 23, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

FIFA 96 is the third entry in the FIFA Series, its tagline being Next Generation Soccer. The SNES and Mega Drive editions used the FIFA '95 engine. It is also the first in the series to present players with real player names and positions, with ranking, transfer and team customisation tools.

N P




Rarity US: 4
Rarity EU: 1

## FIFA 97: Gold Edition

6.6

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) September 6, 1996 |
| | (eu) December, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Players can play a league or cup tournament, and practice their skills before playing. The game can be tailored to action or simulation style, with fouls, injuries and offsides available to toggle on or off. This version also includes a 6 vs 6 indoor play mode, and various multiplayer options.

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N P

6.0

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## FIFA: Road to World Cup 98

**Developer** Electronic Arts
**Publisher** EA Sports
**Release date** (eu) September 3, 1997
**Genre** Sports
**Mode** 1-2 Players

The late-1997 edition of FIFA was heavily tied in with the qualifying procedure for the 1998 World Cup. In the Road to the World Cup mode, players take a team from first qualification through to the main tournament, using the varying systems in different parts of the world. The game features 16 distinct outdoor stadia. The League play features 189 clubs and 11 leagues.

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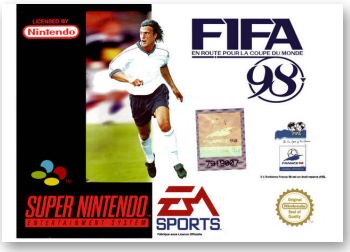



6.8

J N

## Fighter's History

**Developer** Data East
**Publisher** Data East
**Release date** (us) August 1, 1994
**Genre** Fighting
**Mode** 1-2 Players

The original Fighter's History was first released as an arcade game in March 1993. The game was ported to the Super Famicom in Japan on May 27, 1994, and for its American counterpart, the SNES, on August of the same year. The two boss characters, Karnov and Clown, are both playable in the home version through the use of a code.

Rarity US: 1

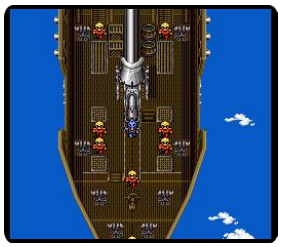
8.6

J N

## Final Fantasy II

**Developer** Square
**Publisher** Square
**Release date** (us) November 23, 1991
**Genre** Role-playing
**Mode** 1 Player

Final Fantasy II, know as Final Fantasy IV in Japan, follows Cecil, a dark knight, as he tries to prevent the sorcerer Golbez from seizing powerful crystals and destroying the world. He is joined on this quest by a frequently changing group of allies. Final Fantasy IV introduced innovations that became staples of the Final Fantasy series and role-playing games in general.



Rarity US: 2

Rarity US: 2

## Final Fantasy III

9.2

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (us) October 20, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Released in 1994, it is the sixth title in the mainline Final Fantasy series. Set in a fantasy world with a technology level equivalent to that of the Second Industrial Revolution, the game's story focuses on a group of rebels as they seek to overthrow an imperial dictatorship. The game features fourteen permanent playable characters, the most of any game in the main series.

J N

Rarity US: 3

## Final Fantasy Mystic Quest

6.8

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (us) October 5, 1992 |
| | (eu) October, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game was released as a spin-off to Square's popular Final Fantasy series. Final Fantasy Mystic Quest was marketed as a "simplified role-playing game... designed for the entry-level player" in an attempt to broaden the genre's appeal. The game's presentation and battle system is broadly similar to that of the main series, but it differed in its inclusion of action-adventure game elements.

J N P

Rarity US: 1

## Final Fight

6.8

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) September 1, 1991 |
| | (eu) December 10, 1992 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The SNES port removed the two-player co-op option, the Industrial Area level, and playable character Guy. Most of the scene transitions were also edited out. In the arcade version, the player characters would be seen exiting the levels and breaking through doors unlike the SNES version. Due to hardware limitations the SNES version could only display two or three enemies on-screen.

J N P

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RP

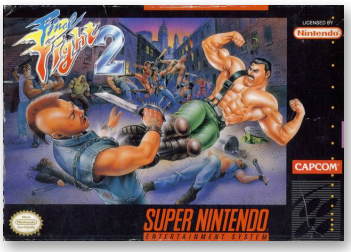
7.1

J N P

## Final Fight 2

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) August 15, 1993<br>(eu) December, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Unlike the SNES version of the first game, Final Fight 2 supports two-player simultaneous play and has a total of three playable characters. The only playable character from the first game to return is Mike Haggar. Two new player characters were introduced: Carlos and Maki Genryusai. In the game's plot, the three battle the resurgent Mad Gear gang at various locations around the world to rescue Maki's sister and father.



Rarity US: 2
Rarity DE: 7

7.7

J N P

## Final Fight 3

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) December 21, 1995<br>(eu) March 13, 1996 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The game features the return of the protagonist Guy along with Haggar and also introduces new characters Lucia and Dean. The game's plot takes them through their efforts to rid Metro City of the new Skull Cross gang. Final Fight 3 introduced new moves, as well as branching paths during gameplay and multiple endings. Also available is the option to fight alongside a CPU-controlled partner.

Rarity US: 5
Rarity EU: 8

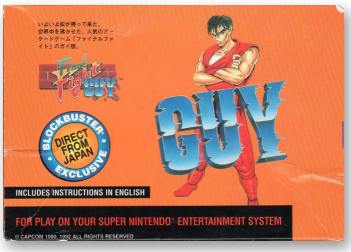
6.6

J N

## Final Fight Guy

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) June 1, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Final Fight Guy is a revised edition of the SNES port, Final Fight. This version replaced Cody with Guy as a selectable character (with a new opening and ending sequence explaining Cody's absence), included four difficulty settings, and added other new features such as two new power-ups, although the Industrial Area stage and the Two-Player mode were still omitted.



Rarity US: 7

Rarity EU: 7

## The Firemen

7.6

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (eu) December 31, 1994 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

The characters in the game put out fires using hoses with the ability to shoot a direct stream or have a more proximate spray and fire-extinguishing bombs. Use of the fire extinguisher is unlimited although continues are limited in number. Pete takes damage from fire and extreme heat, and when the life gauge reaches zero, the game is over. Each level has a "boss fire" that has a specific way of being extinguished.

J P

Rarity US: 3

## Firepower 2000

7.2

| | |
|---|---|
| **Developer** | Sales Curve Interactive |
| **Publisher** | Sunsoft |
| **Release date** | (us) November 13, 1992 |
| | (eu) August, 1993 |
| **Genre** | Scrolling shooter |
| **Mode** | 1-2 Players |

Super SWIV, or Firepower 2000 is the third game in the series, following 1988's Silkworm and 1991's SWIV for home computers.

Players can choose to control either the Helicopter or the Jeep, which have different advantages—for instance, the Helicopter is not stopped by obstacles but the Jeep can fire in any direction.

J N P

Rarity US: 8

## Firestriker

6.1

| | |
|---|---|
| **Developer** | Axes Art Amuse |
| **Publisher** | DTMC, (jp) Hect |
| **Release date** | (us) October 20, 1994 |
| **Genre** | Action |
| **Mode** | 1-4 Players |

This game is more of a pinball-like action game as opposed to it being a standard role-playing video game. The Trialight is a ball of fire that operates like a standard pinball. While the Firestriker can freely walk across the screen, he must prevent the Trialight from falling off the screen. Other conditions for losing is having the Firestriker get killed by monsters and failing to get the Trialight to the screen's immediate exit.

J N

5.7

J N P

## First Samurai

**Developer** Kemco
**Publisher** Kemco
**Release date** (us) July 2, 1993
(eu) 1993
**Genre** Platformer
**Mode** 1 Player

The First Samurai is a platform game that involves the player on a quest as the first samurai in the history of ancient Japan to survive in a world of evil and rival swordsmen. The main objective in a level is to collect a set of four items which must be used to get access to the area with the end of level guardian.

The game was followed by Second Samurai.

Rarity US: 6
Rarity EU: 2

7.3

J N P

## Flashback: The Quest for Identity

**Developer** Delphine Software International
**Publisher** U.S. Gold
**Release date** (us) February 1, 1994
(eu) November, 1993
**Genre** Platformer
**Mode** 1 Player

Originally advertised as a "CD-ROM game on a cartridge", the game features fully hand-drawn backdrops and all animation is rotoscoped, giving movements an unusual fluidity, similar to that of the earlier Prince of Persia. It was followed by a PlayStation sequel titled Fade to Black in 1995.

Rarity US: 1
Rarity EU: 2

5.6

N P

## The Flintstones

**Developer** Ocean Software
**Publisher** Ocean Software
**Release date** (us) February 1, 1995
(eu) 1995
**Genre** Platformer
**Mode** 1 Player

The Flintstones is based on the live-action motion picture. Players take the role of Fred in this side-scrolling platform game and he must get home from the Quarry, rescue Pebbles and Bam-Bam, Barney and Wilma from the evil Cliff Vandercave. In addition to the differing levels, the game has three weapons. Players can jump but that is not how they defeat enemies. Instead, players have a club, bowling balls and rocks to throw.

Rarity US: 2

Rarity US: 6

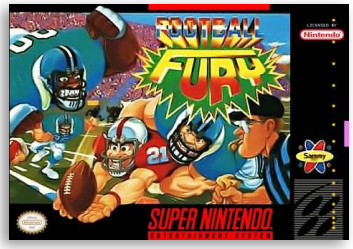
## The Flintstones: The Treasure of Sierra Madrock

6.6

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) March 1, 1994 |
| | (eu) June 23, 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The story of The Flintstones: The Treasure of Sierra Madrock is generally based on the 1960s The Flintstones cartoon series. In the game, Fred Flintstone and Barney Rubble must find the treasure before any other Buffalo member (or even their wives, Wilma and Betty).

J N P



Rarity US: 3

## Football Fury

5.2

| | |
|---|---|
| **Developer** | American Sammy |
| **Publisher** | American Sammy |
| **Release date** | (us) October 1, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The gameplay takes place in a playoffs system of a fictional American football league. Gameplay involves the usual football fare of choosing a play and attempting to execute it. On offense, when throwing the football, a meter appears which measures the strength of the passer's throw. On defense, the player controls a defensive player and tries to tackle the opposing ball carrier or attempt to break up a pass play.

J N

Rarity US: 1
Rarity EU: 8

## Foreman For Real

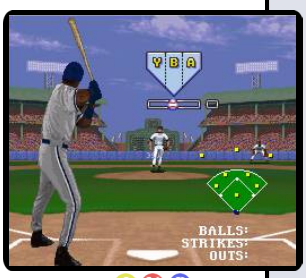
5.1

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) September 1, 1995 |
| | (eu) September 28, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

This game is similar to the classic arcade game Punch-Out!! and consists of three different modes (exhibition, career, and tournament). Players can choose between three rounds (as in amateur boxing) and 12 rounds (as in professional boxing). Acclaim's proprietary graphics technology was used to create photorealistic digital representations of the boxers. Two camera views are available.

J N P

5.6




J N P

## Frank Thomas' Big Hurt Baseball

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November 1, 1995 |
| | (eu) 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Frank Thomas Big Hurt Baseball is a multiplatform baseball simulation game that was licensed by the Major League Baseball Players Association, featuring the likeness and "Big Hurt" branding of player Frank Thomas. The game feature regular season and exhibition modes.

Rarity US: 1

4.0

N P

## Frantic Flea

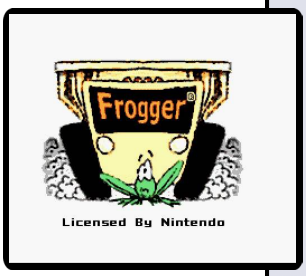
| | |
|---|---|
| **Developer** | Haus Teknikka |
| **Publisher** | GameTek |
| **Release date** | (us) April 1, 1996 |
| | (eu) 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Players take control of a flea warrior out to protect his Flea World from an evil race of bugs called the Insideos who are enslaving his friends and family.

The game is a side-scroller with six different levels, where the player explores each stage, freeing fellow captive fleas and utilizing weapons and devices to aid in their missions.

Rarity US: 5
Rarity EU: 5

5.9



N

## Frogger

| | |
|---|---|
| **Developer** | Morning Star Multimedia |
| **Publisher** | Majesco Games |
| **Release date** | (us) October 6, 1998 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

The task in this arcade game is to guide a frog across a treacherous road and river, and to safety at the top of the screen. Both these sections are fraught with a variety of hazards, each of which will kill the frog and cost a life if contact is made.

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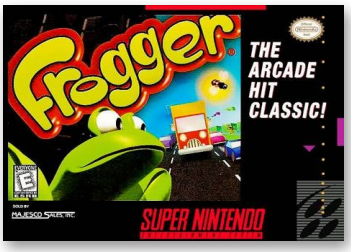


Rarity US: 2

Rarity US: 5
Rarity EU: 5

## Full Throttle: All-American Racing

5.8

| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) January 1, 1995 |
| | (eu) 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Players can race using motorcycles or waterscooters. Six racers can be controlled by the human player.

An unusual aspect of the game was that the player has the choice between playing the game with music only, or sound effects only. It is not possible to play the game with both at the same time.

J N P

Rarity US: 8

## Fun ‘n Games

4.9

| | |
|---|---|
| **Developer** | Leland Interactive Media |
| **Publisher** | Tradewest |
| **Release date** | (us) August 1, 1994 |
| | (eu) May 25, 1994 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

Fun ‘n Games is a compilation of puzzles, arcade games, a music composer and a paint program in one video game. The game is arranged into four different types of activities, or categories: Paint, Games, Music and Style.

The game is considered to be one of the more rare games released for the console.

N P

7.3

J N

## Gemfire

**Developer** Koei
**Publisher** Koei
**Release date** (us) December 1, 1992
**Genre** Strategy
**Mode** 1-2 Players

Gemfire is a medieval war game for the SNES. The object in the game is to unify a fictional island by force. Players use soldiers and knights, as well as fantasy units such as magicians, dragons or gargoyles in order to capture the castle needed to control that particular territory.

A sequel, Royal Blood II, was released in the Japan market for Japanese Windows.

Rarity US: 5

7.7

J N

## Genghis Khan II: Clan of the Gray Wolf

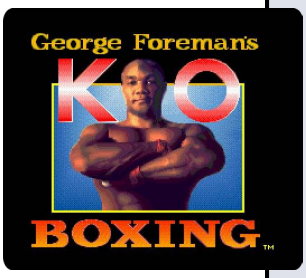
**Developer** Koei
**Publisher** Koei
**Release date** (us) December 1, 1993
**Genre** Strategy
**Mode** 1-2 Players

Genghis Khan II: Clan of the Gray Wolf is part of Koei's Historical Simulation Series of games, and is the sequel to Genghis Khan, though this is the third game in the series.

The player is given the option to conquer either the country of Mongolia as Genghis Khan himself, or as one of three other rivals in that region.

Rarity US: 5

5.5

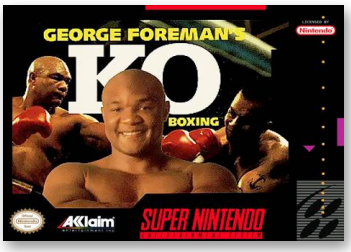


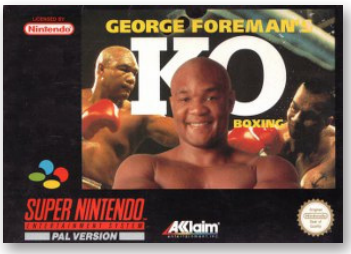
N P

## George Foreman's KO Boxing

**Developer** Beam Software
**Publisher** Acclaim Entertainment
**Release date** (us) September 1, 1992
(eu) 1992
**Genre** Sports
**Mode** 1-2 Players

The player takes a generic boxer and must go on to defeat other generic boxers in the game in order to take on George Foreman in a 12-round boxing match featuring toe-to-toe action. Instant replays of every knockout provide a realistic pay-per-view look to the action that is going on in the screen. Every time that someone gets damages, his face in the photo becomes more bruised and eventually starts to show blood.




Rarity US: 1
Rarity EU: 7

Rarity US: 5
Rarity EU: 2

## Ghoul Patrol

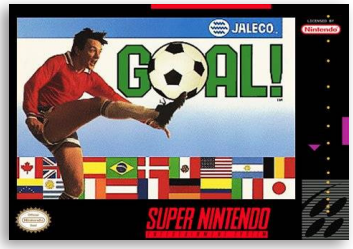
6.6

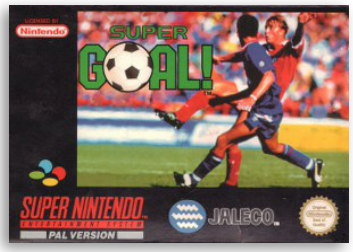
| | |
|---|---|
| **Developer** | LucasArts |
| **Publisher** | JVC |
| **Release date** | (us) November 1, 1994 |
| | (eu) 1994 |
| **Genre** | Run and gun |
| **Mode** | 1-2 Players |

The game stars Zeke and Julie, the characters from Zombies Ate My Neighbors, who must travel through five worlds to save their town from a horror exhibit come to life.

According to Toshiyasu Morita, this sequel was made by a third party that licensed the use of the Zombies Ate My Neighbors engine for this purpose.

J N P




Rarity US: 1
Rarity EU: 5

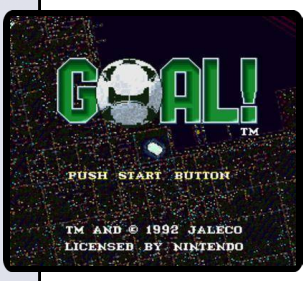
## Goal!

5.9

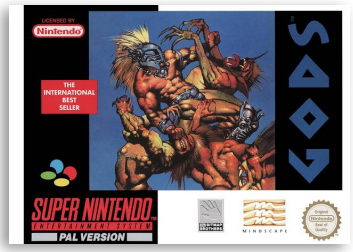
| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Jaleco |
| **Release date** | (us) December 7, 1992 |
| | (eu) 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Goal!, known as Goal! Two on the NES, is a soccer game. Jaleco published Goal! for the SNES shortly after Goal Two! for the NES.

Players choose a national men's team from a list of 24 countries. Like Goal! for NES, SNES Goal! is not endorsed by any football team or federation, so kit colors are inauthentic.



J N P



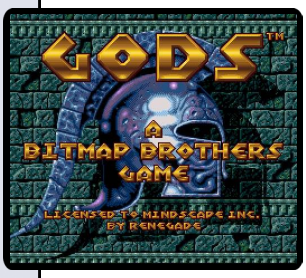

Rarity US: 2
Rarity EU: 2

## Gods

5.7

| | |
|---|---|
| **Developer** | Bitmap Brothers |
| **Publisher** | Mindscape |
| **Release date** | (us) December 31, 1992 |
| | (eu) June 24, 1993 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Gods is a 1991 video game by The Bitmap Brothers where the player is cast as Hercules (here known as DRQ) in his quest to achieve immortality. The game was first made for Amiga and Atari ST computers and then ported for various other platforms. Like other Bitmap Brothers' games, Gods was highly praised by critics thanks to the quality graphics and music.



N P

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But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.

But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.

This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.

Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.

The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.

JVC

SUPER NINTENDO ENTERTAINMENT SYSTEM

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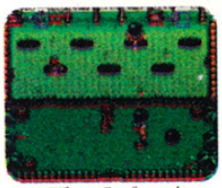
# To save Pete and PJ from the pirates, you've gotta be Goofy.

Pete and PJ thought it was a beautiful day for fishing on Spoonerville Island. That is, until Keelhaul Pete and his band of pirates caught them. Now Goofy and Max are off to the rescue through 5 puzzling, pirate-filled levels of castles, forests and caves. With your help, they'll make it to the pirate ship where Keelhaul Pete awaits and make him walk the plank.



*When Goofy and Max meet the first boss, it's a real ball.*

*A potted palm can really keep the pirates in their place.*

*The orange pads are key to Goofy and Max making it through the knight.*

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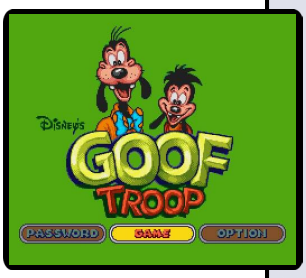
CAPCOM®

7.4

## Goof Troop



J N P

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) July 11, 1993<br>(eu) November 25, 1993 |
| **Genre** | Action-adventure |
| **Mode** | 1-2 Players |

Goof Troop would become the first to have actually been designed by Shinji Mikami; who would later be known as the father of the survival horror video game genre. He developed the Resident Evil series later in his career. Many of the "survival" elements that would appear in Mikami's later games would first appear in Goof Troop.

Rarity US: 1

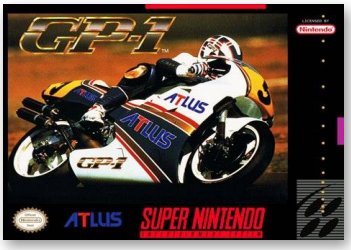
6.8

## GP-1

J N P

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (us) October 29, 1993<br>(eu) 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

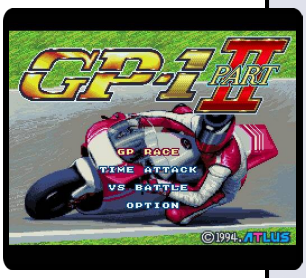
GP-1 feature an Exhibition mode that can support two players and the Season mode. It is possible to choose between six bikes to race, and six different engineers whose skills match the player's racing style. While the bikes are slightly different from each other having different suspensions, engines and frames, there is no real difference between the engineers but still they will influence the bike performance.



Rarity US: 2
Rarity EU: 8

7.1

## GP-1: Part II

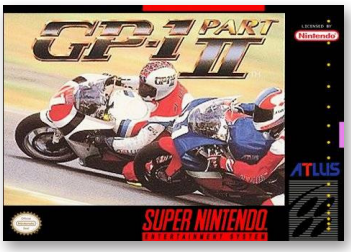


J N

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (us) December 1, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

The game features three game modes: "GP Race" which is present along with a "Practice" and "Race" mode, "Time Attack" which is a race against the clock, and "Vs Battle" which is a standard two player competitive mode. AI racers do not compete in "Vs Battle" mode.

The Japanese version uses a battery-backed save, while the North American version uses a password save.



Rarity US: 5

Rarity US: 1

## Gradius III

7.7

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) August 23, 1991 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

The SNES port of Gradius III was released with the option of reduced difficulty and additional armaments for the Vic Viper. It replicates the slowdown of its arcade counterpart and discards the pseudo-3D and "cube rush" levels. It also introduces a boss called Beacon which awaits the player at the end of the new high-speed stage, which is a counterpart of the high-speed stage in Gradius II.

J N

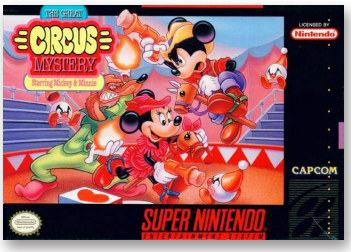
7.3

J N P

## The Great Circus Mystery Starring Mickey & Minnie

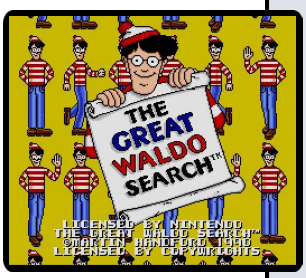
| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) October 16, 1994<br>(eu) February, 1995 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The Great Circus Mystery Starring Mickey & Minnie, later titled Disney's Magical Quest 2 Starring Mickey & Minnie, features Mickey Mouse and Minnie Mouse trying to figure out why everyone in the circus has disappeared, and includes four different types of outfits and six different levels.



Rarity US: 1
Rarity EU: 2

3.3



N

## The Great Waldo Search

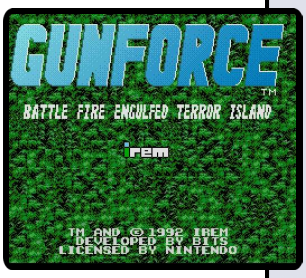
| | |
|---|---|
| **Developer** | Radiance Software |
| **Publisher** | THQ |
| **Release date** | (us) June 1, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The Great Waldo Search is a game based on the third Waldo book, which was originally released under the same name in North America.

The pictures are slightly animated images of Waldo scenes, the player has to scroll along the long picture to survey the scape while searching for Waldo and other objects. The directional buttons control a magnifying glass and is used in order to "find" objects.

Rarity US: 7

5.3



J N

## GunForce

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Irem |
| **Release date** | (us) November 27, 1992 |
| **Genre** | Run and gun |
| **Mode** | 1-2 Players |

The player takes control of a soldier who is dropped off onto an island and must fight his way through hordes of enemy soldiers until he gets to the final showdown in order to protect Mother Earth from the invaders.

Players is armed with a gun that fires rapid-fire bullets. Each direction it shoots can be fixed toward it so the player doesn't have to hold the controller toward it.

Rarity US: 2

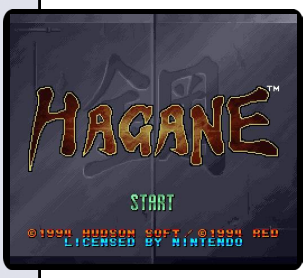
Rarity US: 6
Rarity EU: 5

## Hagane: The Final Conflict

7.5

| | |
|---|---|
| **Developer** | Red Entertainment |
| **Publisher** | Hudson Soft |
| **Release date** | (us) June 1, 1995 |
| | (eu) 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Hagane: The Final Conflict is a side-scroller, similar to the early Ninja Gaiden games. The game feature five stages, divided into several sub-stages, filled with lots of enemies, jumping puzzles, mid- and endbosses. The titular main character can perform double jumps, jump off walls, use four different weapons, slide over the ground, somersault to dodge attacks and use several different special attacks.



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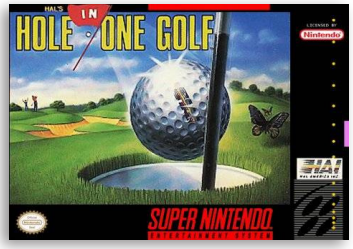
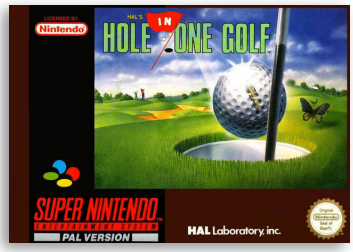



Rarity US: 3
Rarity ES: 7

## Hal's Hole in One Golf

6.2

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | HAL Laboratory |
| **Release date** | (us) September 15, 1991 |
| | (eu) October 22, 1992 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

The Super Famicom version can be considered as the sequel to the FamiCom game Jumbo Ozaki no Hole in One Professional released in 1988. It was named after legendary Japanese golfer Jumbo Ozaki, who has played golf on a professional basis since 1973.

The game is essentially a standard 18-hole golf video game, which is played from a top-down perspective.

J N P

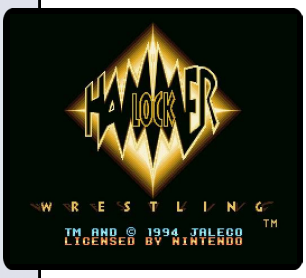
Rarity US: 6

## HammerLock Wrestling

5.4

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) October 1, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

In Japan, this game was called Tenryu Genichiro no Pro Wrestling Revolution. Named after Japanese professional wrestler Genichiro Tenryu and his faction Revolution, the Japanese version of the game uses the official license of the Japanese wrestling promotion Wrestle and Romance. In the US version, the player can choose from 12 fictional wrestlers and compete in four different modes of play.



J N

7.0

P

## Hanna Barbera's Turbo Toons

**Developer** Empire Interactive
**Publisher** Entertainment International UK
**Release date** (eu) October 1, 1994
**Genre** Racing
**Mode** 1-5 Players

Hanna Barbera's Turbo Toons is a racing video game for the SNES that was released exclusively in Europe. The game was never released in North America despite being rated by the ESRB.

The player has to race Hanna-Barbera characters like Yogi Bear, Top Cat, Huckleberry Hound, along with other classic characters around a simple race track while trying to finish in first place.

Rarity EU: 7

5.2

N

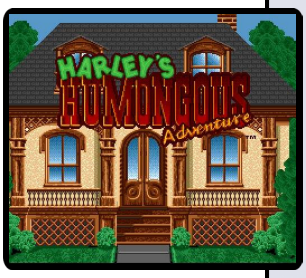
## Hardball III

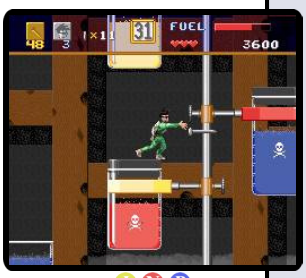
**Developer** Accolade
**Publisher** Accolade
**Release date** (us) June 1, 1994
**Genre** Sports
**Mode** 1-2 Players

The game is licensed by the Major League Baseball Players Association and is the sequel to HardBall II. The console versions are simplified versions of the HardBall series found on the personal computers of the time. Season stats are logged through a lengthy password in these versions due to the lack of a hard disk drive that was already common in the more expensive personal computers at that time.

Rarity US: 1

5.7




J N P

## Harley's Humongous Adventure

**Developer** Visual Concepts
**Publisher** Hi Tech Expressions
**Release date** (us) February 1, 1993
(eu) 1993
**Genre** Platformer
**Mode** 1 Player

The player controls Harley, a man in a green suit who has shrunk himself to size of a bar of soap. The player's mission is to gather parts of Harley's (presumably) now-destroyed shrinking machine to return him to normal size. As the player advances through levels, they pick items such as tacks, rubberbands and marbles.

Rarity US: 3
Rarity EU: 7

Rarity US: 6
Rarity EU: 5

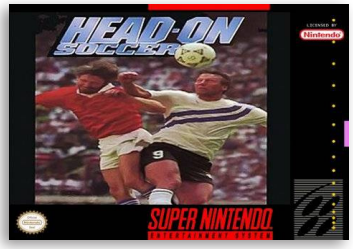
## Harvest Moon

7.7

| | |
|---|---|
| **Developer** | Amccus |
| **Publisher** | Natsume, (jp) Pack-In-Video (eu) Nintendo |
| **Release date** | (us) June 25, 1997 |
| | (eu) January 29, 1998 |
| **Genre** | Simulation, Role-playing |
| **Mode** | 1 Player |

The original SNES game follows a young boy charged with maintaining his absent father's farm. The primary objective of the Harvest Moon video game series is to restore and maintain a farm that has fallen into disrepair. The player decides how to allocate time between daily tasks, such as farming, raising livestock, fishing and foraging.

J N P



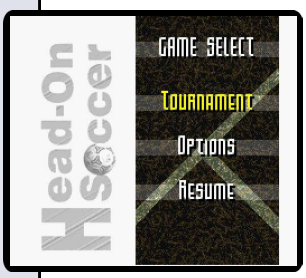
Rarity US: 8

## Head-On Soccer

6.1

| | |
|---|---|
| **Developer** | U.S. Gold |
| **Publisher** | U.S. Gold |
| **Release date** | (us) September 1, 1995 |
| | (eu) August, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Fever Pitch Soccer, Head-On Soccer in North America, is a soccer game by US Gold. It is a slapstick game in which the player tends to have to lean towards "dirty" play, and special player abilities include the ability to dive in an attempt to win a free-kick or penalty. There are two gameplay modes; tournament and exhibition.



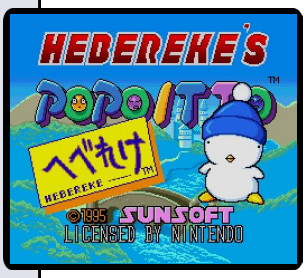
N P

## Hebereke's Popoitto

6.3

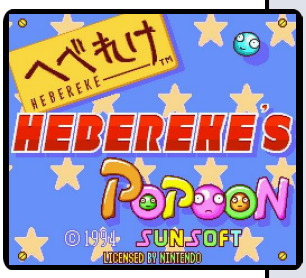
| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (eu) September 30, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Similar to other falling block tile-matching video games, the core gameplay element consists of player-controlled blocks falling from the top of the playing field. In Hebereke's Popoitto, pairs of blocks, where each block in the pair can be any available color, appear from the top of the playing field and continue to fall until they fall on top of the ground or another block.



J P

7.5



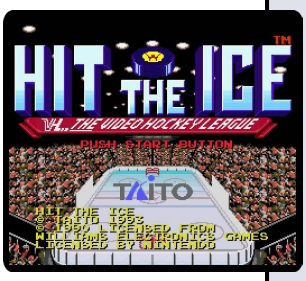
J P

## Hebereke's Popoon

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (eu) February 22, 1994
**Genre** Puzzle
**Mode** 1-2 Players

Hebereke's Popoon is a block-grouping game closer in style to Dr. Mario and Puyo Puyo than Tetris. There are eight playable characters, each having different abilities. In one-player mode, the player is forced to choose Hebereke and must play against Oh-Chan. After defeating Oh-Chan, the player is allowed to choose between Hebereke and Oh-Chan in the next match against Sukezaemon, and so on, until the player has "unlocked" all the characters.

5.9



N

## Hit the Ice

**Developer** Aisystem Tokyo
**Publisher** Taito
**Release date** (us) February 1, 1993
**Genre** Sports
**Mode** 1-2 Players

Hit the Ice is based on the game of ice hockey, the aim of the game being to outscore the opponent by shooting the puck into the opponent's net more often than the opponent over three periods of play.

The game is unique because instead of having six players per team (like Konami's Blades of Steel), the game only has three (forward, defense, and goalie).
In the arcade version there are only two teams (Red

Rarity US: 6

4.8

J N P

## Home Alone

**Developer** Altron
**Publisher** THQ
**Release date** (us) December 30, 1991
(eu) January 1, 1992
**Genre** Platformer
**Mode** 1 Player

The goal of the game is to evade the Wet Bandits while bringing all the McCallister's fortunes from the house down to the safe room in the basement. Once all items have been sent down the chute to the basement, Kevin must make it past rats, bats, and ghosts he encounters in the basement, then fight a boss so he can make it to the safe room to lock away all of his family's riches.

Rarity US: 1

Rarity US: 1

## Home Alone 2: Lost in New York

4.8

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | THQ |
| **Release date** | (us) October 1, 1992 |
| | (eu) January 1, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Home Alone 2 is a side scroller. Controlling Kevin McAllister, the player will need to jump over enemies and obstacles while collecting items. These items include health bonuses and a variety of weapons. Losing all of Kevin's health or being "caught" will cost a life. The player starts with three lives for play.

*"thegamesdb.net"*

N

Rarity US: 5

## Home Improvement: Power Tool Pursuit!

4.3

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) November 1, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Home Improvement: Power Tool Pursuit! is an 2D action platformer very loosely based on the sitcom Home Improvement.

The player's weapons include modified tools such as a nail gun, a blowtorch, and a chainsaw which hurls energy waves. These weapons are used to fight dinosaurs, robot sentries, and other enemies.

N

Rarity US: 2

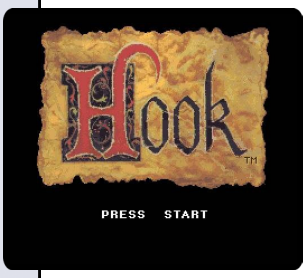
## Hook

6.5

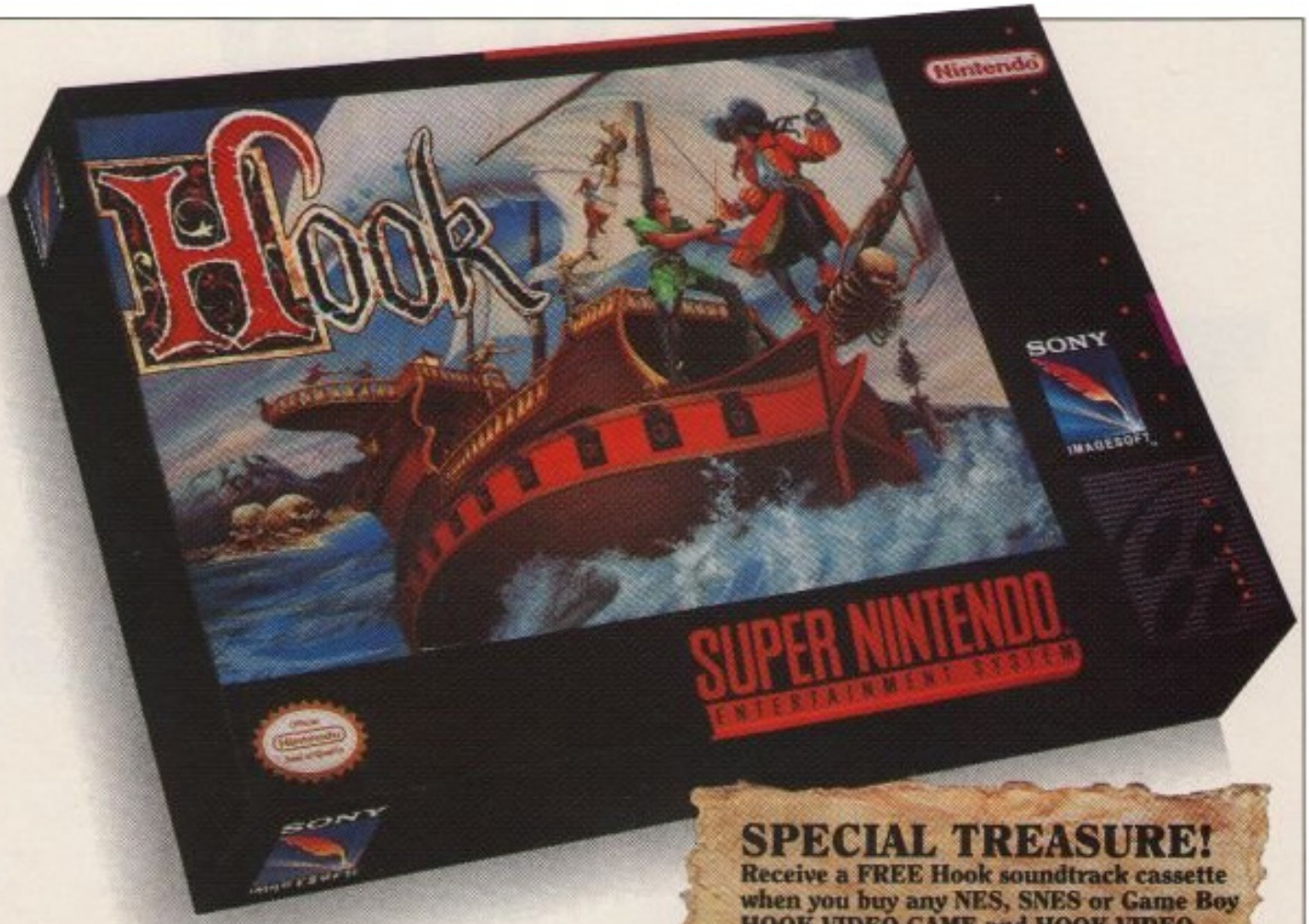
| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) October 13, 1992 |
| | (eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In this video game adaption of the Steven Spielberg film Hook, the player takes the role of a grown-up Peter Pan, whose kids have been kidnapped by Captain Hook.

The game is a side-scrolling action game, in which players must hack their way past Hook's denizens through 11 levels.



J N P

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*Flying's your greatest power, but keep your eye on the flight meter*

*Here's your chance... you've got him where you want him*

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

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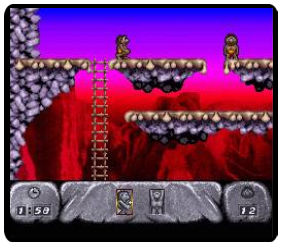


Rarity EU: 5

## The Humans

6.0

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (eu) December 31, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The Humans is a puzzle game published and released by GameTek in 1992. The goal of The Humans varies per level, but is usually to bring at least one of the player-controlled humans to the designated end area, marked by a red tile. To do this, the player must take advantage of the humans' ability to build a human ladder and use tools, such as spears, torches, wheels, ropes, in later levels, a witch doctor.

P

Rarity EU: 8

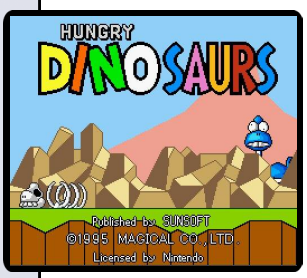
## Hungry Dinosaurs

6.0

| | |
|---|---|
| **Developer** | Magical Company |
| **Publisher** | SunSoft |
| **Release date** | (eu) January 3, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-4 Players |

Hungry Dinosaurs is a variant of the board game Othello with a dinosaur setting. In each turn, one player gets to lay an egg into one grid of the 9x9 playfield. When a player manages to trap a row (horizontally, vertically or diagonally) of an opponent's eggs, i.e. having an one egg at each end of the row, they change colour. A round is over after a certain amount of time and whoever has the most eggs on the field, wins.

*"mobygames.com"*



J P

Rarity US: 1
Rarity EU: 5

## The Hunt for Red October

5.6

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) January 1, 1993 |
| | (eu) 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The game featured deep sea combat, side-scrolling action, and cinematic sequences. The object is to evade destruction and eliminate saboteurs.

The SNES version is one of only a few games that uses the Super Scope accessory, though it is only used to play bonus stages that put the submarine in first person view.

J N P

7.1

N P

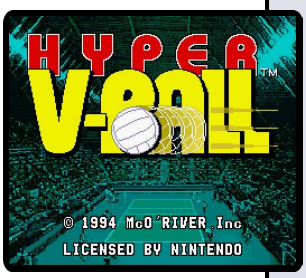
## Hurricanes

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | U.S. Gold |
| **Release date** | (us) December 31, 1994<br>(eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Based on the cartoon show, The Hurricanes are the most revered team in the World Soccer League. The Gorgons are desperate to beat them in a key match - so desperate that they have made it hard for the team to even get to the stadium. Taking control of one of their star players, the player must trek through the jungle, mines and a temple to get them to the stadium on time.

Rarity US: 8

6.7

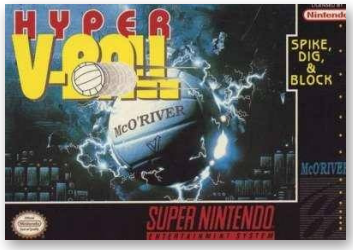


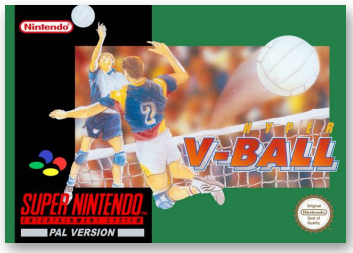
J N P

## Hyper V-Ball

| | |
|---|---|
| **Developer** | Video System |
| **Publisher** | McO'River, (jp) Video System, (eu) Ubisoft |
| **Release date** | (us) June 1, 1994<br>(eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Hyper V-Ball, known in Japan as Super Volley 2, is a volleyball game and the fourth game of Super Volley series. The player can use either human (men's or women's teams) or robotic volleyball players. While the human players give the game more realism, the robot players can provide special moves that can guarantee points to the player or CPU opponent that can pull them off successfully.




Rarity US: 2
Rarity FR: 7

6.4

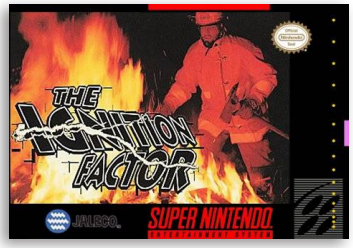
J N P

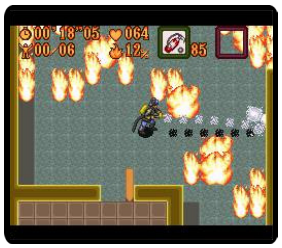
## Hyper Zone

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | HAL Laboratory |
| **Release date** | (us) September 1, 1991<br>(eu) 1991 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Hyper Zone was one of the first games to be released for the console and is notably one of the few "3D scrolling shooter" types available. Like many of the system's earlier releases, Hyper Zone used the SNES' mode 7 capability. The game contains eight levels totally.

Rarity US: 1
Rarity DE: 7



Rarity US: 3

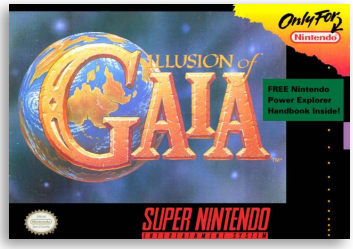
## The Ignition Factor

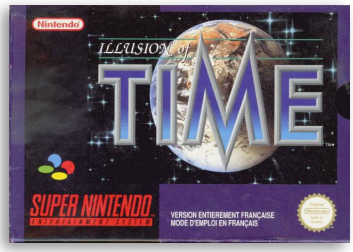
7.3

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) January 1, 1995 |
| **Genre** | Action |
| **Mode** | 1 Player |

The game features firefighters in realistic situations saving civilians in burning buildings, mining incidents, and industrial accidents. The player has various tools of firefighting at their disposal. Before a level begins, the player may choose the primary and secondary equipment they wish to begin the level with. Primary equipment consists of an oxygen mask and tank and three types of fire extinguishers that correspond to the different types of fires that can be encountered.

J N




Rarity US: 1
Rarity EU: 2

## Illusion of Gaia

8.1

| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Nintendo, (jp) Enix |
| **Release date** | (us) September 1, 1994<br>(eu) April 27, 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

In keeping with Nintendo of America's censorship policies at the time of publication, numerous changes were made to the game to make certain story elements less dark. Most notably, the native tribe encountered near Angkor Wat were originally cannibals, with the skeletal remains lying around the village being the remnants of their own tribesmen, whom they had eaten to survive.

J N P

Rarity US: 6

## Imperium

7.1

| | |
|---|---|
| **Developer** | Vic Tokai |
| **Publisher** | Vic Tokai |
| **Release date** | (us) November 1, 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Imperium differs from most shooters in many ways. There is no high score counter, but instead an experience points counter is displayed. Players earn experience points by destroying multitudes of enemies and the numbers differ depending on the size of the enemy. Players then earn additional weapons and power-ups for each weapon through a set number of experience points. The player has a five-hit life bar.

J N

4.9

## Incantation

N P

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) December 1, 1996<br>(eu) November, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Incantation was released in late 1996, near the end of the lifetime of the Super NES. Releases for 16-bit consoles were no longer highly anticipated, and the game's developer, Titus, had a poor reputation among players at the time of this game's release, all of which combined to bury the release in obscurity. The overall gameplay mechanics resemble an inferior version of Mega Man.

Rarity US: 7
Rarity EU: 8

5.0

## The Incredible Crash Dummies

J N P

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | LJN |
| **Release date** | (us) October 1, 1993<br>(eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player takes control of Slick in a story line loosely tied in with the animated movie. The crash dummy is sent on a quest to recover the Torso 9000 and defeat the Junkman. The game adopts a traditional side-scrolling playing style in which each level must be finished from left to right and Junkman's minions defeated along the way.

Rarity US: 2

5.1

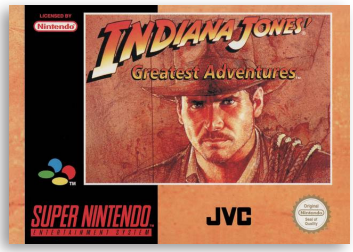
## The Incredible Hulk

N P

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | U.S. Gold |
| **Release date** | (us) August 1, 1994<br>(eu) September, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls the Incredible Hulk while searching for the Leader. Five levels await ranging from city skyscrapers to alien landscapes. The Marvel Comics villains featured as the five levels' respective bosses are The Abomination (who appears as a sub-boss in every level), Rhino, Absorbing Man, Tyrannus, and the Leader.

Rarity US: 1



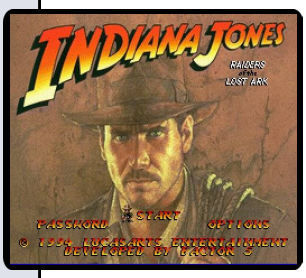

Rarity US: 2
Rarity EU: 5

## Indiana Jones' Greatest Adventures

7.3

| | |
|---|---|
| **Developer** | Factor 5 |
| **Publisher** | JVC, LucasArts |
| **Release date** | (us) October 11, 1994 |
| | (eu) July 27, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Indiana Jones' Greatest Adventures is a video game adaptation of the Indiana Jones films Raiders of the Lost Ark (1981), Indiana Jones and the Temple of Doom (1984), and Indiana Jones and the Last Crusade (1989). The story is told through cutscenes and text and is mostly faithful to the movies.



J N P

Rarity US: 5

## Inindo: Way of the Ninja

6.8

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) March 1, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Inindo: Way of the Ninja is a non-historical account of Japan's warring states period. Set in 1582, the player assumes the role of an Iga ninja whose village has been destroyed by the conquest of the demonic warlord Oda Nobunaga. The ninja must travel across feudal Japan, enlisting the aid of numerous ninja, sages, hermits, ronin, samurai, wizards and other companions, in order to avenge his clan.

J N

Rarity US: 5

## Inspector Gadget

6.0

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) December 1, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls Inspector Gadget as he travels around the world to rescue his niece Penny, who has been kidnapped by the terrorist organization M.A.D. and its leader Dr. Claw. Each level is preceded by a short intro at Gadget's house, reprising the running gag of the series in which Gadget blows up Chief Quimby via a self-destructing message.

N

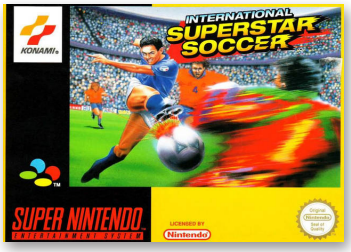
7.8

J N P

## International Superstar Soccer

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) June 1, 1995 |
| | (eu) May 23, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

International Superstar Soccer is known as the best soccer game available for any 16-bit systems, mostly due to its lifelike approach, innovative for the time, that showed diversified players in the same team, with an adult look and back numbers on their respective jerseys, corresponding to real-life players of the time.




Rarity US: 8

8.1

J N P

## International Superstar Soccer Deluxe

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) November 1, 1995 |
| | (eu) January 25, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The Deluxe version, released in the same year as ISS, contains several developments over the original. It was made possible to play with two players co-operatively against the CPU. Extra commentary was added. Player graphics and game AI were improved, among several other changes.

Rarity US: 8

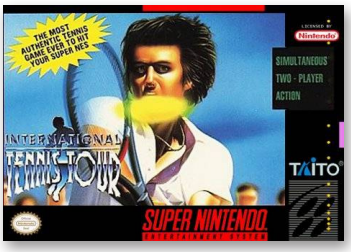
5.1

J N P

## International Tennis Tour

| | |
|---|---|
| **Developer** | Loriciel |
| **Publisher** | Taito, (eu) Loriciel, (jp) Micro World |
| **Release date** | (us) November 1, 1993 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Players can either represent themselves in a singles tournmament, a two-person team in a doubles tournament or their respective home country in a “Nations Cup” tournament It takes approximately 52 in-game weeks in order for a player in career mode to go from being the worst tennis player in the world to being the best tennis player in the world.



Rarity US: 1
Rarity EU: 8

# Kitty Litter!

WHAT A SHOCK!

SPLIT PERSONALITY?!!

ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.
There's more than one way to skin a cat...
So, are you mouse enough!!!???

KIDS TO ADULTS
K-A
AGES 6+

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6.5

J N P

## The Irem Skins Game

**Developer** Irem
**Publisher** Irem
**Release date** (us) October 1, 1992
(eu) 1993
**Genre** Sports
**Mode** 1-2 Players

The Irem Skins Game is an arcade-style golf simulation. The game is presented in a mixed perspective. The pre-shot perspective is a standard third-person view from just behind the golfer, but once the ball is hit, the view switches to a top-down perspective to track the ball in flight. The game takes a simplified approach to hitting the ball.

Rarity US: 5
Rarity UK: 7

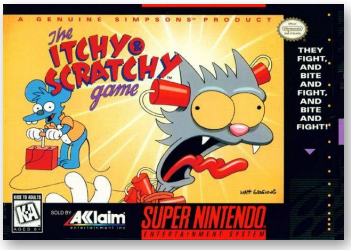
4.9

N P

## The Itchy & Scratchy Game

**Developer** Bits Studios
**Publisher** Acclaim Entertainment
**Release date** (us) March 1, 1995
(eu) 1995
**Genre** Platformer
**Mode** 1 Player

The Itchy & Scratchy Game is a side-scrolling platformer based on The Itchy & Scratchy Show, a show within a show in the animated television series The Simpsons. There are seven levels in the game. The player controls Itchy, a mouse whose goal is to torture and kill the cat Scratchy. The game is played by running around the level and attacking Scratchy and various other enemies.



Rarity US: 3

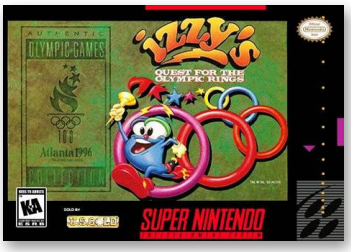
5.2

## Izzy's Quest for the Olympic Rings

**Developer** Alexandria
**Publisher** U.S. Gold
**Release date** (us) November 1, 1995
(eu) 1996
**Genre** Platformer
**Mode** 1 Player

Izzy's Quest for the Olympic Rings is the official game of the mascot of the 1996 Olympic Games in Atlanta. As the name suggests, Izzy must find the five Olympic rings, hidden by the guardians so that Izzy does not take them to his world.

*"thegamesdb.net"*



Rarity US: 5

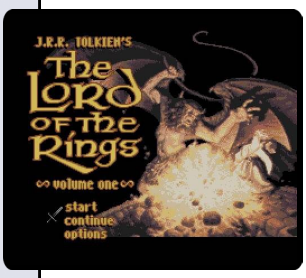
Rarity US: 3
Rarity EU: 5

## J.R.R. Tolkien's The Lord of the Rings, Vol. I

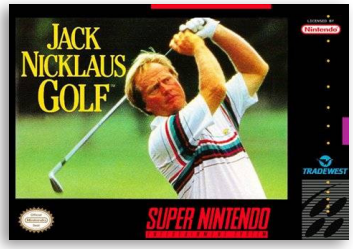
4.7

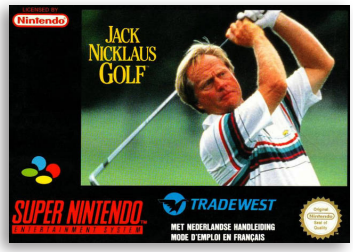
| | |
|---|---|
| **Developer** | Interplay Entertainment |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) October, 1994 |
| | (eu) May 23, 1995 |
| **Genre** | Role-playing, Adventure |
| **Mode** | 1-4 Players |

The player begins the game as Frodo Baggins, and progressively acquires the remaining members of the Fellowship; Samwise Gamgee, Peregrin Took, Meriadoc Brandybuck, Aragorn, Legolas, Gimli, and Gandalf. With the addition of extra controllers and the SNES Multitap, the game supported four players.



N P




Rarity US: 1
Rarity FR: 8

## Jack Nicklaus Golf

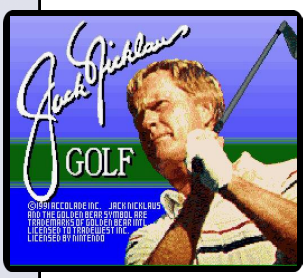
6.2

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Tradewest |
| **Release date** | (us) May 15, 1992 |
| | (eu) 1992 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Jack Nicklaus Golf features the likeness of prodigious professional golfer Jack Nicklaus, and frequently references his nickname "the Golden Bear" in the game.

The game has a lot of customization options and two 18-hole courses. The player can create their own course by selecting holes from either course in any order.

*"giantbomb.com"*



N P

Rarity US: 3

## James Bond Jr.

3.5

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | THQ |
| **Release date** | (us) October 1, 1992 |
| | (eu) 1992 |
| **Genre** | Platformer, Shooter |
| **Mode** | 1 Player |

This adaptation of the animated TV series differs significantly from its NES namesake. The nephew of Agent 007 must foil the plans of malevolent S.C.U.M. agents, who are hunting for rare artifacts that would allow them to dominate the world. Unlike the NES game, this version is a more action-oriented side-scrolling game without detailed mission objectives or puzzle-solving.

N P

6.8

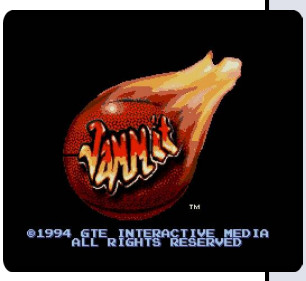
P

## James Pond 3: Operation Starfish

| | |
|---|---|
| **Developer** | Millennium Interactive |
| **Publisher** | Electronic Arts |
| **Release date** | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Operation Starfish is the third and last game in the James Pond series. The gameplay is similar to the Super Mario World. A unique twist to the standard "Super Mario"-style gameplay is that Pond's magno-boots allow him to walk on the Moon's surface in any orientation, even upside down.

4.3



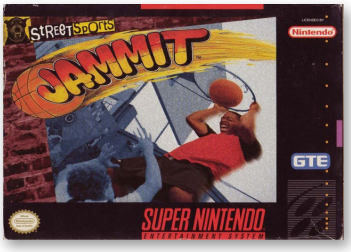
N

## Jammit

| | |
|---|---|
| **Developer** | GTE Interactive Media |
| **Publisher** | GTE Interactive Media |
| **Release date** | (us) November, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

As the name implies, this is strictly a basketball game. It has a black-basketball theme (as seen in a lot of odd American movies) and has a myriad of game options (one on one, group etc.). Also, it has a betting option, but other than that it's your typical run-of-the-mill basketball game.

*"mobygames.com"*



Rarity US: 3

6.0

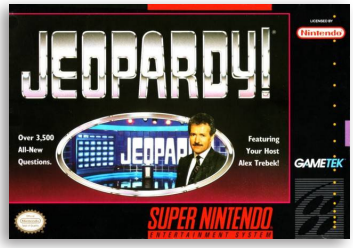
P

## Jelly Boy

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Ocean Software |
| **Release date** | (eu) March, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Jelly Boy puts the player in the control of a jelly baby with morphing powers. His quest is to find various items inside a factory so that the elevator doorman will allow him to meet the person in charge. The most important items are musical notes, which serve both as an extra life (at 100 notes) as well as a one-hit shield (after a collision, the notes are lost, and further collisions result in death).

Rarity EU: 7



Rarity US: 1

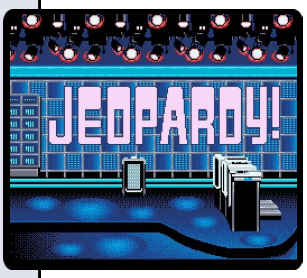
## Jeopardy!

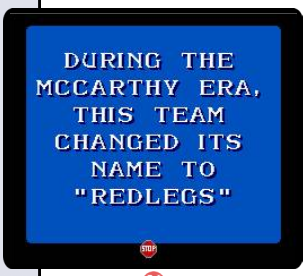
5.4

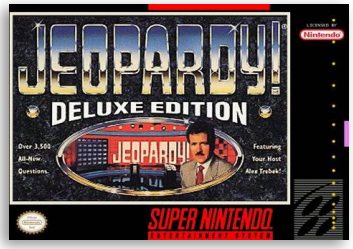
| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | GameTek |
| **Release date** | (us) December 1, 1992 |
| **Genre** | Game show |
| **Mode** | 1-2 Players |

A game based on the television quiz show and featuring the show's music and the voice of host Alex Trebek. Multiplayer or vs. the Computer games are available, and the game progresses through two rounds. Categories are made available to the player(s) and the questions are in the form of brief descriptions. Answers are limited to extremely short phrases.

*"mobygames.com"*



Rarity US: 1

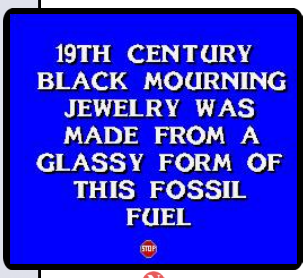
## Jeopardy! Deluxe Edition

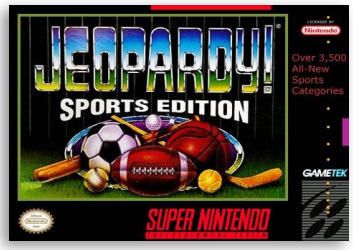
5.7

| | |
|---|---|
| **Developer** | GameTek |
| **Publisher** | GameTek |
| **Release date** | (us) June 1, 1994 |
| **Genre** | Game show |
| **Mode** | 1-2 Players |

Jeopardy! Deluxe Edition is an updated version of it's Jeopardy! predecessor which features over 3,500 different new questions along with the standard features of Jeopardy such as Daily Doubles, a digitized likeness of the host, Alex Trebek and even the theme music.

Like it's previous version, the player uses the buttons to buzz in and using the d-pad to highlight letters and spelling out their answers.



Rarity US: 1

## Jeopardy! Sports Edition

5.6

| | |
|---|---|
| **Developer** | GameTek |
| **Publisher** | GameTek |
| **Release date** | (us) May 1, 1994 |
| **Genre** | Game show |
| **Mode** | 1-2 Players |

This version of Jeopardy! focuses more on sports related themes with 700 different categories and 3,500 questions to answer related to sports such as baseball, football, hockey, etc., along with many other sub-categories such as players, sports equipment and the like.

The rules are still the same as the others, there are three rounds where the player buzzes in to answer and spells out the answers using the D-pad.

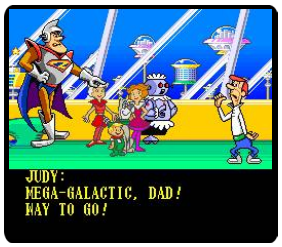
6.7

J N

## The Jetsons: Invasion of the Planet Pirates

| | |
|---|---|
| **Developer** | Sting Entertainment |
| **Publisher** | Taito |
| **Release date** | (us) June, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Captain Zoom informs George while was traveling to work that Zora, the leader of the space pirates, is planning on looting the solar system of all of its resources. George has to go through nine stages of intergalactic action in order to stop the pirates using a special device known as a P.O.P. This device allows George to hold on to things and breathe underwater as well.




Rarity US: 2

6.7

N

## Jim Lee's WildC.A.T.S: Covert Action Teams

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Playmates |
| **Release date** | (us) November, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Jim Lee's WildC.A.T.S: Covert Action Teams is based on the comic book heroes by Jim Lee. The players take control of three superheroes, Spartan, Maul and Warblade, as they travel through each level, fighting numerous mutants and robots to force a final showdown with the main antagonist, Helspont, who is bent on world destruction.

Rarity US: 7

5.5

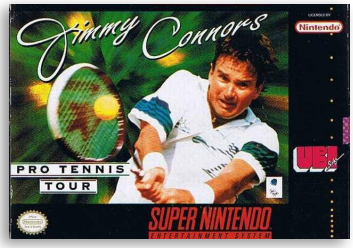
N

## Jim Power: The Lost Dimension in 3-D

| | |
|---|---|
| **Developer** | Loriciel |
| **Publisher** | Electro Brain |
| **Release date** | (us) December 10, 1993 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

The game features several contrasting modes of gameplay, including side-view platforming, top-view, and horizontal shoot 'em up. It follows Jim Power in Mutant Planet as a different title, but at the same time reinterpreting the original game by taking many basic elements and levels from it. The soundtrack was composed by Chris Hülsbeck of Turrican fame.

Rarity US: 1



Rarity US: 3

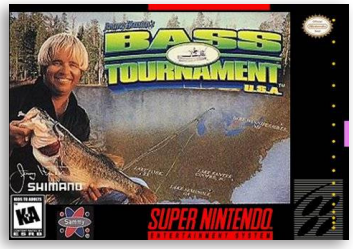
## Jimmy Connors Pro Tennis Tour

7.5

| | |
|---|---|
| **Developer** | Blue Byte Software |
| **Publisher** | Ubisoft |
| **Release date** | (us) December 1, 1992 |
| | (eu) October 27, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Endorsed by famous tennis player, Jimmy Connors, this game offers tournament and single play on multiple court types. It is the second video game to feature Jimmy Connors after his name was used for the game, Jimmy Connors Tennis.

J N P



Rarity US: 1

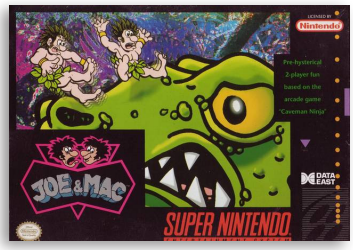
## Jimmy Houston's Bass Tournament U.S.A.

7.4

| | |
|---|---|
| **Developer** | American Sammy |
| **Publisher** | American Sammy |
| **Release date** | (us) November 1, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

A game that simulates the sport of bass fishing. It offers both a practice and a tournament mode. In the tournament mode, players have to reel in some large bass, then have up to five of their largest catches weighed. When out on the lake, players direct their boat to a spot where they want to cast their line. Players can also choose what lures and tackles they want to use.

J N



Rarity US: 2

## Joe & Mac

7.0

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (us) January 7, 1992 |
| | (eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The game stars the green-haired Joe and the blue-haired Mac, cavemen who battle through numerous prehistoric levels using weapons such as boomerangs, bones, fire, flints, electricity, stone wheels, and clubs. The objective of the game is to rescue a group of women who were kidnapped by a rival tribe of cavemen. A two-player mode is available.

J N P

7.1

J N P

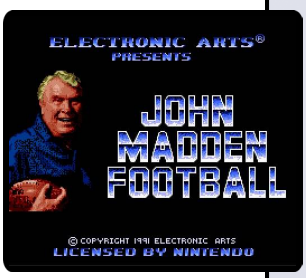
## Joe & Mac 2: Lost in the Tropics

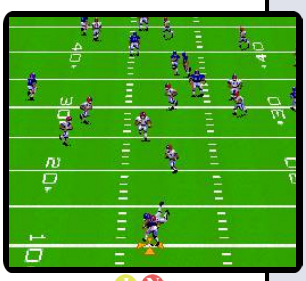
| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (us) April, 1994 |
| | (eu) November, 1995 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The object of the game is to defeat Neanderthals with two caveman ninja heroes along with dinosaurs and huge level bosses. Each player controls either Joe or Mac with limited lives and continues. Players can also choose to fall in love with a girlfriend in their Stone Age village; giving her flowers and meat as presents.

Rarity US: 5

6.2



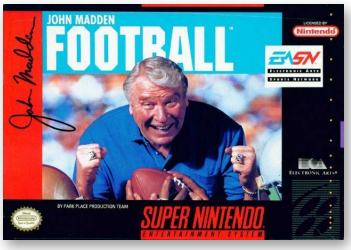



J N

## John Madden Football

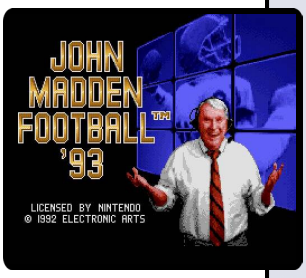
| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | EA Sports |
| **Release date** | (us) November 1, 1991 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Its features include various field conditions, audibles, and password-saved games. For the first time in a football video game, the game is played from above and behind the quarterback rather than from the side. However, as in the previous version, no actual NFL teams are included due to the lack of NFL or NFLPA licenses for authentic teams or player names. It is the series debut on the SNES.



Rarity US: 1

6.3

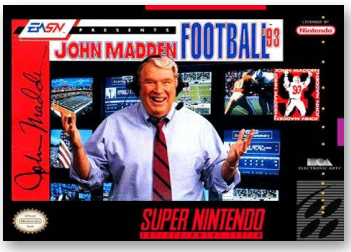


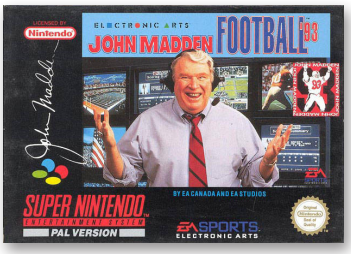
J N P

## John Madden Football '93

| | |
|---|---|
| **Developer** | EA Canada |
| **Publisher** | EA Sports |
| **Release date** | (us) November 21, 1992 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

John Madden Football '93 is an adaptation of American football that takes place from an isometric perspective in a two-dimensional environment. The player begins each match by selecting such variables as the game mode, weather conditions and team. Game modes include 16-team tournaments and sudden death, among other things.




Rarity US: 1

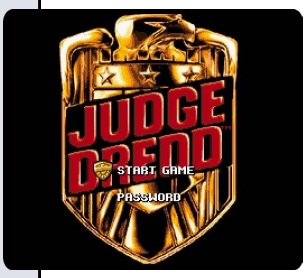
Rarity US: 2

## Judge Dredd

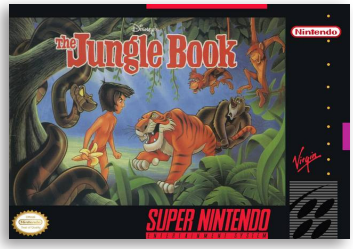
6.3

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) June, 1995 |
| | (eu) August 24, 1995 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

The game is loosely based on the 1995 film Judge Dredd, which was spun off from the Judge Dredd comic book. The game features run and gun gameplay with a variety of weapons. The player is given a choice to either execute criminals or arrest them. Levels range from the major futuristic city known as Mega-City One, a prison in a post-nuclear wasteland, ruins and a showdown with the rogue Judge Rico.



J N P



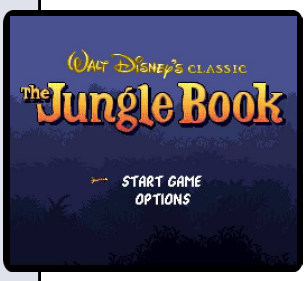
Rarity US: 1

## The Jungle Book

6.3

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) April 15, 1994 |
| | (eu) September 29, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls a young Mowgli through various side-scrolling levels in a similar mold of Pitfall!. The Mowgli character must shoot or avoid enemies and negotiate platformed levels and enemies by running, jumping, climbing vines and using the various weapons and powerups available during the game. Levels are completed by collecting a sufficient number of gems, then finding a specific character placed in the level.



J N P

Rarity US: 1

## Jungle Strike

6.7

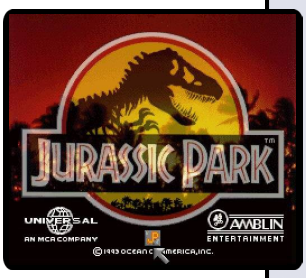
| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | Electronic Arts |
| **Release date** | (us) June, 1995 |
| | (eu) 1995 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Jungle Strike retained its predecessor's core mechanics and expanded on the model with additional vehicles and settings. The game is a helicopter-based shoot 'em up, mixing action and strategy. The player's main weapon is a Comanche attack helicopter. Additional vehicles can be commandeered: a motorbike, hovercraft and F-117.

J N P

6.2

## Jurassic Park



J N P

**Developer** Ocean Software
**Publisher** Ocean Software, (jp) Jaleco
**Release date** (us) November, 1993
(eu) December 29, 1993
**Genre** Action-adventure
**Mode** 1 Player

The player controls Alan Grant. The objective of the game is to complete certain tasks in order to escape, such as clearing a raptor nest of eggs, and turning the generator on in a utility shed, allowing for opening and closing of gates and the like. Jurassic Park supports the SNES Mouse when playing first-person sequences or operating computer terminals. The player is given five lives, and two continues when all lives are lost.

Rarity US: 1
Rarity EU: 2

6.4

## Jurassic Park 2: The Chaos Continues

N P

**Developer** Ocean Software
**Publisher** Ocean Software
**Release date** (us) November, 1994
(eu) December 9, 1994
**Genre** Action-platformer
**Mode** 1-2 Players

Jurassic Park 2 is a side-scrolling run and gun game. The player can select a level from a list and play through the game's stages in any order; however, "emergency" missions also appear after each level is completed, and the order of these stages does not change.

Rarity US: 2

5.6

## Justice League Task Force

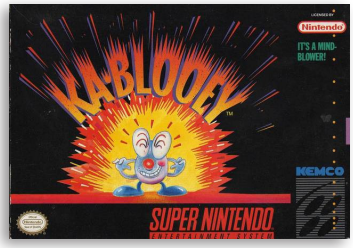
J N P

**Developer** Blizzard Entertainment, SunSoft
**Publisher** Acclaim Entertainment
**Release date** (us) June, 1995
(eu) July, 1995
**Genre** Fighting
**Mode** 1-2 Players

Justice League Task Force involves characters from DC Comics' Justice League. For this game, the characters include Superman, Batman, Wonder Woman, Green Arrow, The Flash, and Aquaman.

The story start with Darkseid, who attacks the planet Earth, destroying a military base in the process.

Rarity US: 1



Rarity US: 2

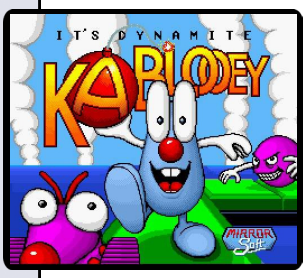
## Ka-Blooey

6.1

| | |
|---|---|
| **Developer** | Mirrorsoft |
| **Publisher** | Kemco |
| **Release date** | (us) August 31, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Little Bombuzal has to blow up bombs on little islands in this puzzle game. In order to advance to the next level, all bombs need to detonate. There are various sizes of bombs. Bigger ones have such a huge blast radius that Bombuzal cannot trigger them directly - instead, he has to explode smaller bombs first and cause a chain reaction. So as one might imagine, later levels turn into loud blastfests that need to be carefully planned.

*"mobygames.com"*



J N

Rarity US: 5

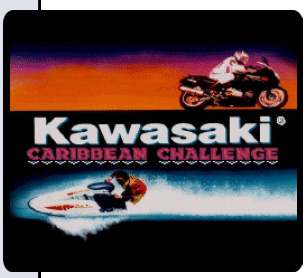
## Kawasaki Caribbean Challenge

6.8

| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | GameTek |
| **Release date** | (us) June, 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Either one or two players can race six different Kawasaki vehicles across three different Caribbean islands. Players must finish five laps and finish in first place in order to be credited with a win.

There are a lot of treacherous curves and bends on the race track as the player(s) race for top supremacy and for a finish in the top spot.



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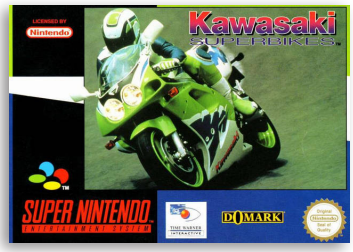



Rarity US: 2

## Kawasaki Superbike Challenge

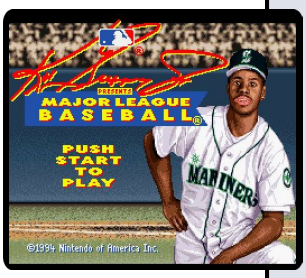
5.6

| | |
|---|---|
| **Developer** | Domark |
| **Publisher** | Time Warner Interactive |
| **Release date** | (us) December, 1995<br>(eu) 1995 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Kawasaki Superbike Challenge includes 14 standard-length race tracks, plus the Suzuka 8 Hours endurance race, available in both training and Championship modes. The game is unlicensed (except by Kawasaki), so all riders and teams are fictional.

N P

7.4

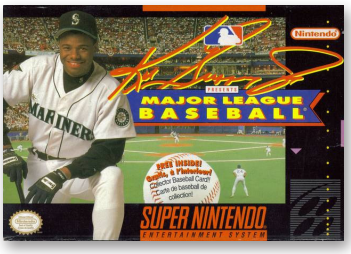


N

## Ken Griffey Jr. Presents Major League Baseball

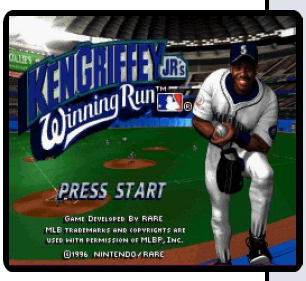
**Developer** Software Creations
**Publisher** Nintendo
**Release date** (us) March, 1994
**Genre** Sports
**Mode** 1-2 Players

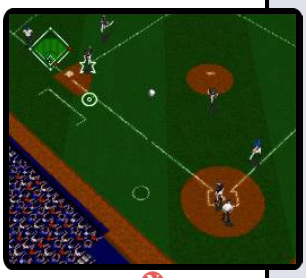
The game has a Major League Baseball license but not a MLBPA license, meaning that the game has real stadiums and real teams, but not real players (except Griffey). The fictitious players have the same statistics as their real-world counterparts, and the game comes with a name-changing feature that allows players to change the athletes' names.



Rarity US: 1

7.0



N

## Ken Griffey Jr.'s Winning Run

**Developer** Rare
**Publisher** Nintendo
**Release date** (us) June 10, 1996
**Genre** Sports
**Mode** 1-2 Players

The game features the 28 MLB teams in existence at the time, though playing through a full 162 game season unlocks the option to play against the two expansion teams, the Tampa Bay Devil Rays and the Arizona Diamondbacks. Players can play in a franchise mode, MLB Challenge mode, exhibition play, and All-Star Game mode which includes a home run derby mode.

Rarity US: 1

6.5

J N

## Kendo Rage

**Developer** Affect
**Publisher** Seta, (jp) Datam Polystar
**Release date** (us) October, 1993
**Genre** Platformer
**Mode** 1 Player

The original Japanese version of the game stars a girl named Mai Tsurugino. A spirit detective named Doro finds Mai and asks her to help him attack monsters. In the English-language version of the game, an American girl named Josephine "Jo" goes to Japan to attend a summer kendo school. Her personal trainer, Osaki "Bob" Yoritomo, asks her to fight monsters on the way to school.

Rarity US: 2

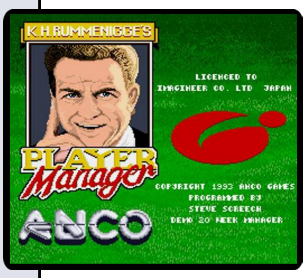
Rarity EU: 2

## Kevin Keegan's Player Manager

5.5

| | |
|---|---|
| **Developer** | Anco |
| **Publisher** | Imagineer |
| **Release date** | (eu) October, 1993 |
| **Genre** | Management |
| **Mode** | 1-2 Players |

The player takes a football team and manages them to win games and eventually the championship. The player does not control each individual team member directly. Instead, the player designs plays and acquires players from other teams in order to make the perfect team.



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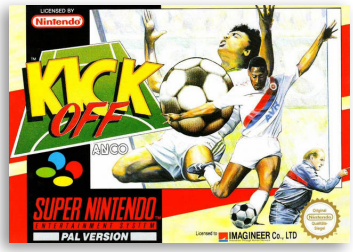



Rarity EU: 2

## Kick Off

4.8

| | |
|---|---|
| **Developer** | Anco |
| **Publisher** | Imagineer |
| **Release date** | (eu) July 22, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Super Kick Off is an enhanced developed version of the popular football game developed by Dino Dini for consoles. It includes 40 teams (16 national and 24 club), along the ability to edit club team names and shirts and player names and looks. Game modes include friendlies, Domestic League and Cup, European League and International cup.

*"mobygames.com"*

J P

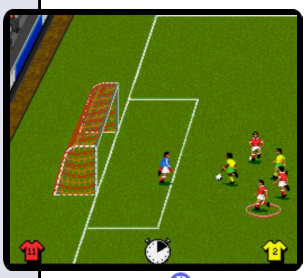
Rarity EU: 2

## Kick Off 3

4.6

| | |
|---|---|
| **Developer** | Anco |
| **Publisher** | Vic Tokai |
| **Release date** | (eu) December 31, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The third entry in the Kick Off series is the first that offers a isometric view instead of the old top-down view. In the game there are four competitions (World Cup Finals, League, Knock Out Cup and the challenge). There is several options for game speed and ball control to suit both novice and skilled gamers. Each of the 32 teams in the game has a distinct style of play, ensuring that no two games are alike.



P

6.6

J N P

## Kid Klown in Crazy Chase

| | |
|---|---|
| **Developer** | Kemco |
| **Publisher** | Kemco |
| **Release date** | (us) September, 1994 |
| | (eu) February, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game features the Kid Klown, the player character who is tasked with rescuing the Princess Honey from the villain Black Jack. Players view gameplay from an isometric perspective as Kid Klown pursues a lit fuse in order to stop it from reaching a spade bomb.

The game was re-released for the Game Boy Advance and features 11 new levels and a multi-player mode.

Rarity US: 5
Rarity EU: 2

7.6

N P

## Killer Instinct

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Release date** | (us) August 30, 1995 |
| | (eu) September 21, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Killer Instinct features several gameplay elements unique to fighting games of the time. Instead of fighting enemies in best-of-three rounds bouts, each player has two life bars. The game also introduced “auto-doubles”, a feature which allows players to press a certain sequence of buttons to make characters automatically perform combos on opponents. Also featured in the game are “combo breakers”, special defensive moves.

Rarity US: 1
Rarity EU: 1

5.4

N

## King Arthur & the Knights of Justice

| | |
|---|---|
| **Developer** | Manley & Associates |
| **Publisher** | Enix |
| **Release date** | (us) May 1995 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Based on the cartoon series of the same title, which was loosely inspired by the Arthurian legend, the game was released in North America exclusively. The player takes on the role of a team of American football players who are transported to Medieval England and given the mission to save King Arthur and destroy the evil sorceress Morgana and her army.

Rarity US: 6

Rarity US: 3
Rarity EU: 2

## King Arthur's World

6.7

| | |
|---|---|
| **Developer** | Argonaut Games |
| **Publisher** | Jaleco |
| **Release date** | (us) September 4, 1994 |
| | (eu) May 27, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

In the game, the player controls King Arthur. At the start of each level, only the King is present and various types of troops can be brought out of the tent where he starts. The King and his troops can be commanded to move in a direction, which they do until they receive new orders, are killed or come across enemy troops, which they fight if they can. The aim of each level is to proceed from the tent at the start to the finishing point.

J N P

Rarity US: 3
Rarity DE: 8

## The King of Dragons

7.6

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) April, 1994 |
| | (eu) August, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The game is a arcade port released in 1994. The port reduces the number of simultaneous players from three down to two. The sprites' size were also reduced moderately. It is also possible to assign the magic attack and shield defense to different buttons. Much like Capcom's Knights of the Round, King of Dragons features a role-playing video game-like level advancement system.

J N P

Rarity US: 1

## King of the Monsters

5.8

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Takara |
| **Release date** | (us) October 1, 1992 |
| | (eu) 1992 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Players get to choose any one of four monsters for battle, and two players can join forces to fight the monsters together. Battles end when one of the monsters is pinned for a three count or if time expires (in which case the player loses). The game consists of 12 total levels: the player first must defeat all six monsters, with the last monster being oneself, but in a different palette.

J N P

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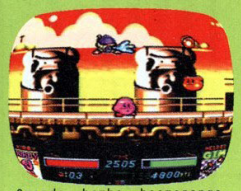

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6.9

## King of the Monsters 2

J N

**Developer** SNK
**Publisher** Takara
**Release date** (us) June 1, 1994
**Genre** Beat 'em up
**Mode** 1-2 Players

This sequel takes the original in a new direction by using three of the monsters from the original game as heroes in a side-scrolling beat 'em up. Geon, Astro Guy, and Woo are all upgraded to defend Earth against an alien threat led by a creature called Famardy. The game also features a 2-player competition mode.

Rarity US: 2

8.7

## Kirby Super Star

J N P

**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) September 20, 1996
(eu) January 23, 1997
**Genre** Platformer
**Mode** 1-2 Players

Kirby Super Star sees players take on the role of Kirby, who can float around the screen, inhale blocks and enemies. By swallowing certain enemies, Kirby can copy their abilities and use them as his own. A unique feature of the game is the addition of helpers. When Kirby is in possession of an ability, he can transform it into a helper character which can be controlled by a second player or the computer AI.

Rarity US: 5
Rarity EU: 5

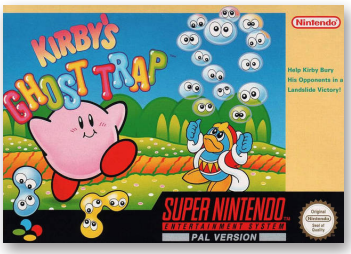
7.0

## Kirby's Avalanche

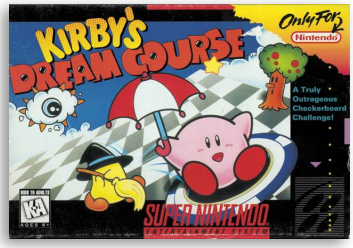
N P

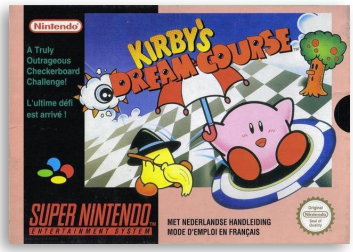
**Developer** Compile, HAL Laboratory
**Publisher** Nintendo
**Release date** (us) April 25, 1995
(eu) February 1, 1995
**Genre** Puzzle
**Mode** 1-2 Players

Kirby's Avalanche, known in Europe as Kirby's Ghost Trap, is the western release of Super Puyo Puyo and the fourth Kirby game released for the SNES. In the game, as in all Puyo Puyo games, groups of two colored blobs fall from the top of the screen. Players must rotate and move the groups before they touch the bottom of the screen or the pile, so that matching-colored blobs touch from above, below, the left or the right.




Rarity US: 3
Rarity EU: 5




Rarity US: 3
Rarity EU: 5

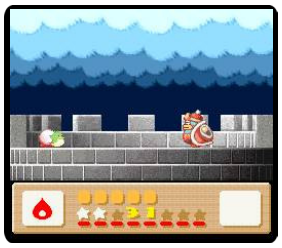
## Kirby's Dream Course

7.2

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Nintendo |
| **Release date** | (us) February 28, 1995<br>(eu) August 24, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Dream Course is a golf game which is viewed from an isometric perspective. The game began as a miniature golf game entitled Special Tee Shot, which eventually released in Japan only on the Satellaview add-on. It was only midway through development that the developers retooled it with elements from the Kirby series. The development team comprised a mix of staff from HAL Laboratory and Nintendo EAD.

J N P



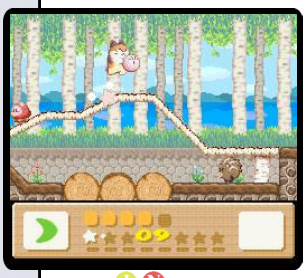
Rarity US: 6

## Kirby's Dream Land 3

7.8

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Nintendo |
| **Release date** | (us) November 27, 1997 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Kirby's Dream Land 3, known as Hoshi no Kirby 3 is the fifth platformer starring Kirby. Specifically, it is the third game under the Kirby's Dream Land name. It was the last game published by Nintendo for the SNES in North America. Problems with the game's PAL conversion prevented it from being released in Europe and Australia for many years; it was finally released for the Wii Virtual Console in 2013.



J N

7.3

J N P

## Knights of the Round

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) April, 1994
(eu) 1994
**Genre** Beat 'em up
**Mode** 1-2 Players

Knights of the Round is a side-scrolling beat 'em up based loosely on the legend of King Arthur and the Knights of the Round Table. The game features a role-playing game-like level advancement system, with fighters automatically being upgraded to new weapons and armour as they advance through the game.

Rarity US: 3
Rarity DE: 8

5.8

J N P

## Krusty's Super Fun House

**Developer** Audiogenic
**Publisher** Acclaim Entertainment
**Release date** (us) June 1, 1992
(eu) December 10, 1992
**Genre** Puzzle
**Mode** 1 Player

Originally named Rat-Trap, it was developed by Fox Williams for the British software house Audiogenic, who licensed it to Acclaim Entertainment, the publishers of a range of games based on The Simpsons.

There are two versions of the Super NES game. Version 1.1 featured completely different music tracks for the second and fourth worlds.

Rarity US: 1

5.9

J N

## Kyle Petty's No Fear Racing

**Developer** Leland Interactive Media
**Publisher** Williams Entertainment, (jp) Virgin Interactive
**Release date** (us) April, 1995
**Genre** Racing
**Mode** 1-2 Players

The object in the game is to get as to close to first place as possible by the end of the race.

The game was released in Japan as Circuit USA. The tracks are stripped of their realism. Furthermore, its graphics are much cruder than the American version: in track crossings, there are no visible bridges or elevation effects.

Rarity US: 1

Rarity US: 2
Rarity EU: 7

## Lagoon

6.3

| | |
|---|---|
| **Developer** | Zoom |
| **Publisher** | Kemco |
| **Release date** | (us) February 1, 1992 |
| | (eu) May 27, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Lagoon is an action role-playing game with a fantasy setting, very similar to the early Ys games, combining real-time action gameplay with RPG elements such as experience levels and equipment management. The player travels through an assortment of towns, landscapes and dungeons while battling a variety of enemies ranging from insects to giant bosses, and gaining experience and items along the way.

J N P

Rarity US: 6
Rarity EU: 5

## Lamborghini American Challenge

6.7

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) November, 1993 |
| | (eu) 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Lamborghini American Challenge is essentially an upgrade from Titus Interactive's previous entry in the Crazy Cars franchise, Crazy Cars III. It adds a two player mode and a few more options, the game's most notable feature is its Jazz Fusion soundtrack.

N P

Rarity US: 2

## Last Action Hero

3.0

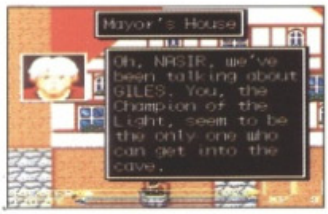
| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) October, 1993 |
| | (eu) December 10, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Last Action Hero is a series of action video games based on the film of the same name. Unlike many such adaptations, the game closely follows the plot and scenery of the film. The game, like the movie, was not received with much enthusiasm from the public.

In the game players have a strict time limit to defeat each level of the game.

N P

# The Problem's clear

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5.8

## The Lawnmower Man

J N P

| | |
|---|---|
| **Developer** | Sales Curve Interactive |
| **Publisher** | THQ |
| **Release date** | (us) November 1993 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Lawnmower Man is a video game based on the 1992 film of the same name. The SNES version continues the storyline after the point where it ends in the film. Job transfers his mind into VSI's computers, and from there is able to corrupt and destroy information systems all over the world, a course of action which is implied to bring about World War III.

Rarity US: 2
Rarity EU: 2

6.1

## Legend

N P

| | |
|---|---|
| **Developer** | Arcade Zone |
| **Publisher** | Seika Corporaption |
| **Release date** | (us) April, 1994 |
| | (eu) December 21, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Legend is a Final Fight-style beat-em-up with a Medieval European setting. The game was created solely by the duo of Carlo Perconti and Lyes Belaidouni, who both went on to found Toka. The overall style and gameplay are extremely similar to that of the SNES game Iron Commando, also created by Arcade Zone. Both games also use the same sound effects.

Rarity US: 2
Rarity UK: 5

7.6

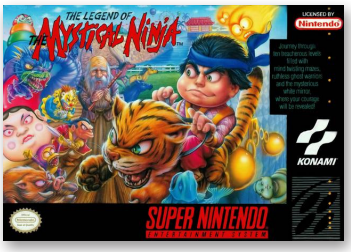
## The Legend of the Mystical Ninja

J N P

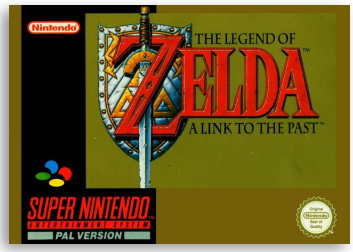
| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) June 30, 1992 |
| | (eu) 1994 |
| **Genre** | Action-adventure |
| **Mode** | 1-2 Players |

The game is a light-hearted action-adventure game for 1-2 players by Konami. It is the first game in the Japanese video game series Ganbare Goemon to have a western release.

The game was critically acclaimed.



Rarity US: 1




Rarity US: 1
Rarity EU: 1

## The Legend of Zelda: A Link to the Past

9.2

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) April 13, 1992 |
| | (eu) September 24, 1992 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Instead of continuing to use the side-scrolling perspective introduced to the series by Zelda II: The Adventure of Link, A Link to the Past reverts to an overhead perspective similar to that of the original.

Released to critical and commercial success, A Link to the Past was a landmark title for Nintendo.

J N P

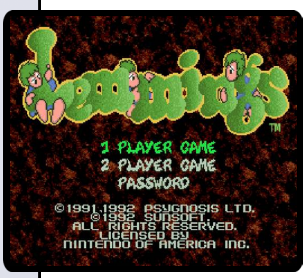
Rarity US: 1

## Lemmings

7.0

| | |
|---|---|
| **Developer** | Psygnosis |
| **Publisher** | SunSoft |
| **Release date** | (us) March 1, 1992 |
| | (eu) October 22, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The objective of the game is to guide a group of anthropomorphized lemmings through a number of obstacles to a designated exit. In order to save the required number of lemmings to win, one must determine how to assign a limited number of eight different skills to specific lemmings that allow the selected lemming to alter the landscape, or to affect the behavior of other lemmings in order to create a safe passage for the rest.



J N P

Rarity US: 6

## Lemmings 2: The Tribes

7.0

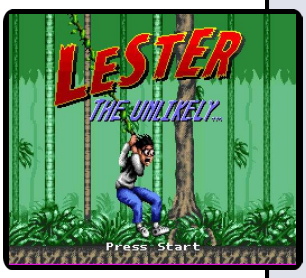
| | |
|---|---|
| **Developer** | Psygnosis |
| **Publisher** | Psygnosis |
| **Release date** | (us) November 1, 1994 |
| | (eu) December, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

As with the original, it was developed by DMA Design and published by Psygnosis. The gameplay remains mostly the same as the original game, requiring the player to lead a certain number of lemmings to their exit by giving them the appropriate “skills”.

Lemmings 2 was not quite as popular as Lemmings was, nor was it ported to as many platforms.

J N P

4.5



J N

## Lester the Unlikely

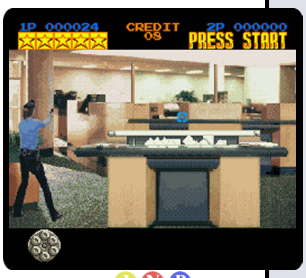
**Developer** Visual Concepts
**Publisher** DTMC
**Release date** (us) January, 1994
**Genre** Action-platformer
**Mode** 1 Player

The game has a unique engine in which the protagonist, Lester, is easily frightened early in the game and will act reluctantly when faced with animals, heights, etc.

Eric Browning, the lead artist for Visual Concepts, described it as "one of those games that starts out way too ambitious, and ends up merely adequate."

Rarity US: 2

6.2




J N P

## Lethal Enforcers

**Developer** Konami
**Publisher** Konami
**Release date** (us) January, 1994
(eu) 1994
**Genre** Light-gun
**Mode** 1-2 Players

Lethal Enforcers was fiirst released as a 1992 shooting game released for the arcades. The in-game graphics consist entirely of digitized photographs. This caused controversy as it allowed players to shoot photorealistic representations of enemies. The home versions make use of a revolver-shaped light gun known as the Konami Justifier, which came packaged with the game.

Rarity US: 2
Rarity UK: 7

4.9

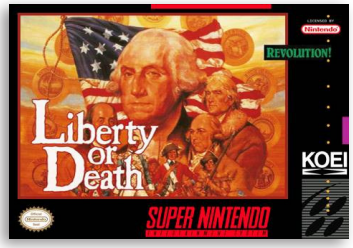
N P

## Lethal Weapon

**Developer** Ocean Software
**Publisher** Ocean Software
**Release date** (us) December 31, 1992
(eu) 1992
**Genre** Action-platformer
**Mode** 1 Player

Lethal Weapon is a video game released in conjunction with the movie, Lethal Weapon 3. The game is a difficult side-scroller where the user plays as either Riggs or Murtaugh and has to complete four missions in order to go on to the fifth and final mission. There is little difference between the two characters, Riggs have a faster rate of fire, while Murtaugh has a higher jump height.

Rarity US: 2



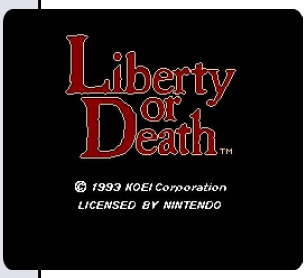
Rarity US: 5

## Liberty or Death

7.2

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) April, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Liberty or Death is a turn-based strategy and part of Koei's Historical Simulation Series. The player can choose to control any of six Commanders-in-Chief, three each on the American Continental Army or British Army sides, during the American Revolutionary War. For either side, the general objective is to eliminate all enemy troops throughout the Colonies by defeating them in battle.



J N

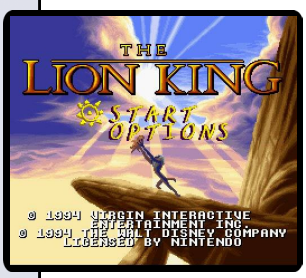
Rarity US: 1

## The Lion King

6.8

| | |
|---|---|
| **Developer** | Westwood Studios |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) October, 1994 |
| | (eu) December 8, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Lion King is a side-scrolling platform game in which players control the protagonist, Simba, through the events of the film, going through both child and adult forms as the game progresses. In the first half of the game, players control Simba as a child, who primarily defeats enemies by jumping on them. In the second half of the game, Simba becomes an adult and gains access to various combat moves.



J N P

Rarity US: 3

## Lock On

6.6

| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Vic Tokai, (eu) SunSoft, (jp) Asmik Ace |
| **Release date** | (us) October, 1993 |
| | (eu) November, 1993 |
| **Genre** | Flight simulator |
| **Mode** | 1 Player |

Super Air Diver, also known as Lock On in North America, is a jet fighter game that has the classic one man vs. the forces of evil formula. It is the follow-up to the Sega Genesis exclusive Air Diver.

The player will participate in a variety of missions against both air and ground forces and can fly in four different aircraft.

J N P

7.2

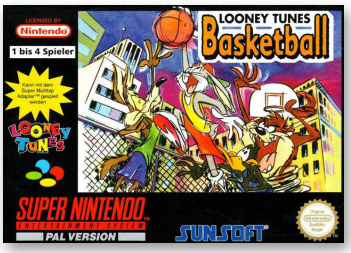
## Looney Tunes B-Ball

N P

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (us) February, 1995<br>(eu) May, 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Looney Tunes B-Ball is an arcade-style basketball game starring the Looney Tunes. It is similar to other arcade-style basketball games of the 16-bit era, such as NBA Jam.

The game features 2-on-2 gameplay. Up to four players can play simultaneously with a SNES Multitap.




Rarity US: 5
Rarity DE: 7

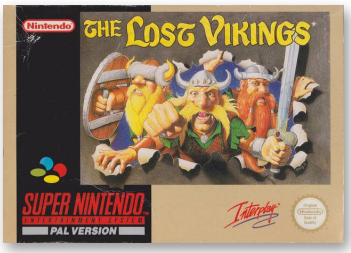
7.6

## The Lost Vikings

J N P

| | |
|---|---|
| **Developer** | Silicon & Synapse |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) April 29, 1993<br>(eu) October 28, 1993 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-2 Players |

The Lost Vikings is a puzzle-platform video game developed by Silicon & Synapse (now Blizzard Entertainment). In the game, the three Vikings get kidnapped by Tomator, emperor of the alien Croutonian empire, for an inter-galactic zoo and become lost in various periods of time. After escaping through the airlock of the spaceship, they must traverse various bizarre locations to find their way home.




Rarity US: 2
Rarity EU: 2

7.7

## The Lost Vikings 2

N P

| | |
|---|---|
| **Developer** | Blizzard Entertainment |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) May 4, 1997<br>(eu) February 27, 1997 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-2 Players |

The sequel to The Lost Vikings, it features the original three characters plus two new playable characters, Fang the wolf and Scorch the dragon. However, to avoid becoming too complex, the game only lets the player control three of the five characters in each level. The gameplay remains largely the same, though the pre-existing characters all have new or modified abilities.

Rarity US: 3
Rarity EU: 7

Rarity EU: 5

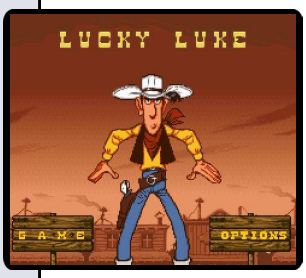
## Lucky Luke

6.0

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) October 27, 1997 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In the game the player as Lucky Luke have to arrest four Dalton brothers – Averell, William, Jack, and Joe. On his mission he will progress from level to level shooting bad cowboys, jail-breakers, and bad Indians with his revolver; collecting bullets, dynamites, sheriff stars, and other useful items; running, jumping, ducking, and climbing.

*"mobygames.com"*



P

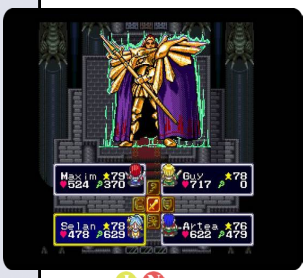
Rarity US: 2

## Lufia & the Fortress of Doom

7.4

| | |
|---|---|
| **Developer** | Neverland |
| **Publisher** | Taito |
| **Release date** | (us) December 4, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Lufia & the Fortress of Doom plays much like a traditional role-playing video game and features 2D character sprites and environments. The player advances the story by travelling through several harsh dungeons, encountering monsters along the way. These battles occur randomly or in scripted situations, and winning them yields experience points that go towards leveling up the characters.



J N

Rarity US: 5
Rarity EU: 2

## Lufia II: Rise of the Sinistrals

8.7

| | |
|---|---|
| **Developer** | Neverland |
| **Publisher** | Natsume, (eu) Nintendo, (jp) Taito |
| **Release date** | (us) August 31, 1996<br>(eu) 1997 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is a prequel to Lufia & the Fortress of Doom. It follows the story of the first main character's ancestor, Maxim, and explains the origins of the war between mankind and a group of gods called the Sinistrals. Lufia II made a number of changes from the first game. Dungeons no longer have random encounters and there are hundreds of puzzles throughout the game, ranging from simple to extremely challenging.

J N P

N

## M.A.C.S.
## Basic Rifle Marksmanship

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Release date** | (us) 1993 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

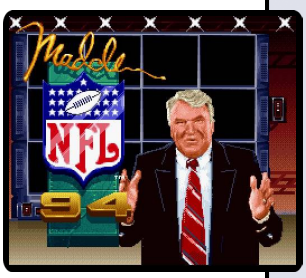
The Multi-Purpose Arcade Combat Simulator, was a shooting simulator developed for the U.S. Army as a cheap way to train shooting skills.

The rifle used for the M.A.C.S. is a replica of a Jäger AP 74 (an M16A2 clone). The light gun is far more accurate than the Super Scope and has the feel of an authentic weapon.

*"snescentral.com"*

Rarity US: 9

6.2

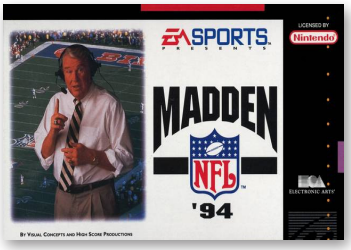


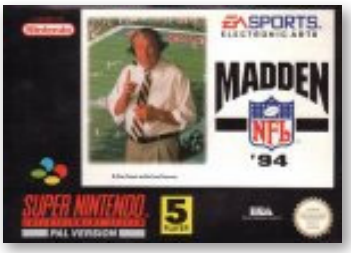
J N P

## Madden NFL '94

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Electronic Arts |
| **Release date** | (us) October, 1993 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-5 Players |

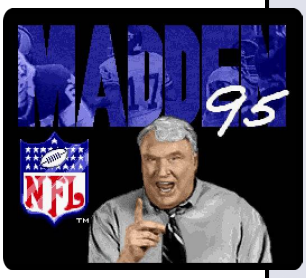
Madden NFL '94 was the first game in the Madden series with an official NFL team license, as well as the first Madden game that allowed players to play a full regular season (via a password system). This was also the first of the Madden games to have Super Bowl teams available for play without any special codes.




Rarity US: 1

6.8



N P

## Madden NFL '95

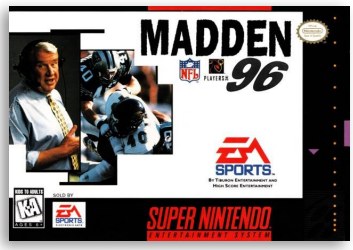
| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Electronic Arts |
| **Release date** | (us) November, 1994 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Madden NFL '95 feature exhibition, Super Bowl, playoffs and full season with any of the 1994 teams or all Madden teams.

This time around, players can select whether or not to include weather conditions, new player animations (high steppin', QB slides), a bigger field and over 100 injuries.

*"mobygames.com"*

Rarity US: 1



Rarity US: 1

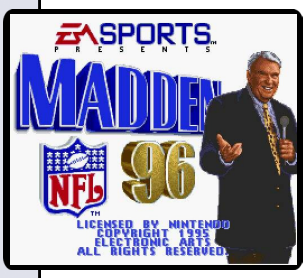
## Madden NFL '96

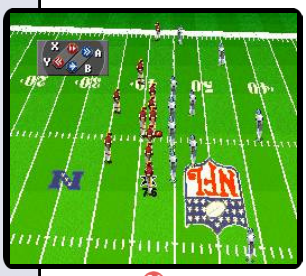
6.8

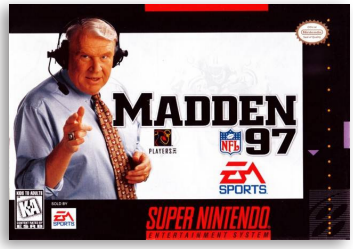
| | |
|---|---|
| **Developer** | Tiburon Entertainment |
| **Publisher** | Electronic Arts |
| **Release date** | (us) November, 1995 |
| **Genre** | Sports |
| **Mode** | 1-5 Players |

Madden NFL '96 is designed for the 1995 NFL season, licensed by the NFL. The AI has been boosted and can now hurry in two-minute drill situations, spike the ball, and cover the receivers with better efficiency.

It was the last to explicitly be endorsed by the NFL on Fox, although a knock-off/rendition of the NFL on Fox's iconic theme would continue to be used in Madden for several years afterward.





Rarity US: 1

## Madden NFL 97

6.7

| | |
|---|---|
| **Developer** | Tiburon Entertainment |
| **Publisher** | Electronic Arts |
| **Release date** | (us) October, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

With the versions for PC and 32-bit consoles having moved into the realm of real 3D graphics, Madden NFL 97 on Super Nintendo retains the classic view of the series, updating it with different features and options compared to the Genesis release.

The game features the 30 regular NFL teams of the 1996 season and the 1996 All-Madden team.

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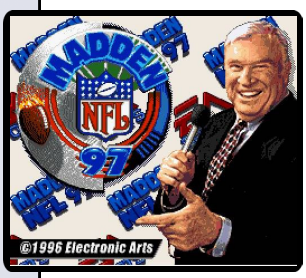
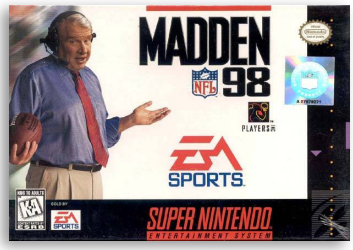
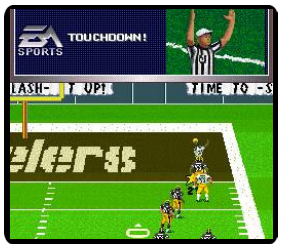





Rarity US: 2

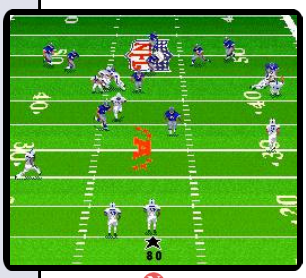
## Madden NFL 98

6.1

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | THQ |
| **Release date** | (us) November 2, 1997 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Madden NFL 98 was the last version of the Madden series to be released for the SNES, Sega's Genesis, and Saturn platforms as well as the last Madden game to utilize the 2D sprite based in-game models for the players/referee, on 3D playing fields.

Game modes include; Exhibition, Season, General Manager, Remote Play and Madden 101.



4.4

N P

## Magic Boy

| | |
|---|---|
| **Developer** | Empire Software |
| **Publisher** | JVC |
| **Release date** | (us) August, 1996 |
| | (eu) September, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game stars Hewlett, a boy wizard who has accidentally released monsters and turned his master into an elephant. Hewlett has to correct his mistakes and imprison the monsters.

Hewlett has to defeat his enemies by forcing them into his magical bag and dumping them at key positions.

Rarity US: 3
Rarity EU: 5

7.5

J N P

## Magic Sword

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) August 14, 1992 |
| | (eu) March 18, 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Magic Sword takes place in an unnamed world, which is being threatened by the dark lord Drokmar, who has control over an evil crystal known as the “Black Orb”, which would allow him to rule over the world. In order to prevent this from happening, the hero, known as the Brave One, must scale to the top of the 50-floor tower in which Drokmar resides, known as Dragon Keep.

Rarity US: 1

7.6

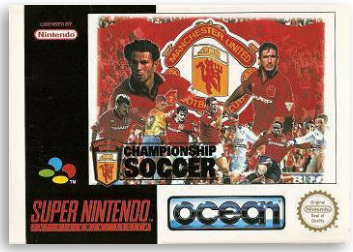
J N P

## The Magical Quest Starring Mickey Mouse

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) December 23, 1992 |
| | (eu) March 18, 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The Magical Quest Starring Mickey Mouse was the first game in the Magical Quest series. In six different levels and with four different special power outfits it features Mickey Mouse on his journey to find his dog Pluto. The game, and especially its outfit system and graphics, received mostly positive reviews.

Rarity US: 1

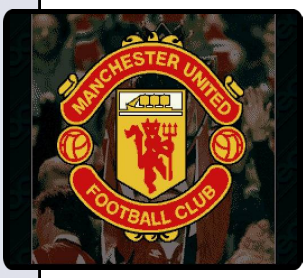



## Manchester United Championship Soccer

3.7

| | |
|---|---|
| **Developer** | Krisalis Software |
| **Publisher** | Ocean Software |
| **Release date** | (eu) 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game was released at the time when Manchester United was starting to dominate the English football scene. All the teams from the 1994–95 FA Premier League are represented. All-star teams and various European clubs that participated in the European competitions from the 1994/95 season are also included.



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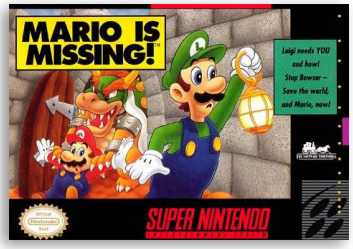


Rarity US: 1
Rarity EU: 5

## Mario is Missing!

4.9

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) June, 1993 |
| | (eu) June, 1993 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

Mario Is Missing! is the first Mario game to feature only Luigi as the starring character, which did not occur again until Luigi's Mansion in 2001.

The main gameplay consists of moving around a city in side-scrolling manner while jumping on Koopas to collect stolen artifacts (pieces of famous landmarks).

N P

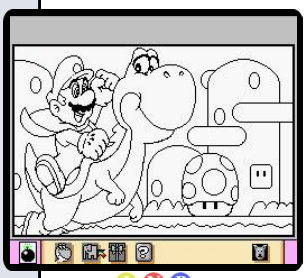
Rarity US: 1
Rarity EU: 2

## Mario Paint

7.3

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) August 1, 1992 |
| | (eu) December 10, 1992 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

Mario Paint is a art game. It was packaged with the SNES Mouse peripheral device and mouse pad. Aside from being a basic drawing utility, Mario Paint allows the user to make custom stamps pixel-by-pixel. Several publications, such as Nintendo Power, released guides on how to create iconic Nintendo related stamps for use within Mario Paint.



J N P

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Discover the World as you guide Luigi across the globe stopping at famous landmarks where you know Bowser has stolen priceless treasures.

Collect clues, return artifacts, explore cities, master mysterious maps and outsmart the koopas in your quest to rescue Mario from the evil clutches of his arch enemy Boswer.

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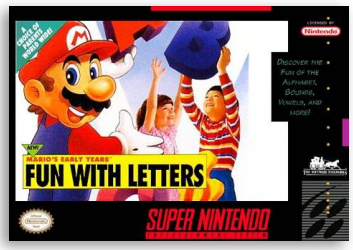
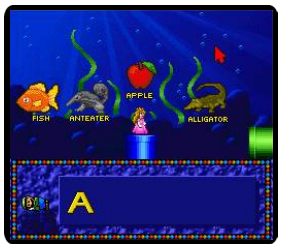
# MINDSCAPE



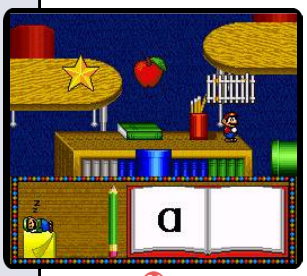

Rarity US: 5

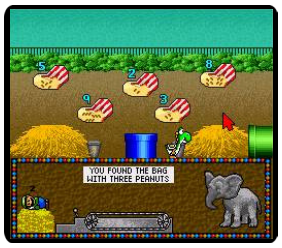
## Mario's Early Years! Fun with Letters

3.6

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) October, 1994 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

Mario's Early Years: Fun With Letters is a 1994 educational game for the SNES featuring Nintendo characters teaching elementary English exercises, including letter recognition and basic word construction. It is part of The Software Toolworks's series of educational games collectively known as the Mario Discovery Series.






Rarity US: 3

## Mario's Early Years! Fun with Numbers

4.5

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) September, 1994 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

Mario, Princess Peach and Yoshi explore a series of islands that teach them about numbers, shapes and differences. The player uses the SNES Mouse to select their answer from the screen. Luigi works as the assistant for each of the mini-games, and other Mario characters make cameos to encourage the player.

*"giantbomb.com"*

Rarity US: 7

## Mario's Early Years! Preschool Fun

3.5

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) November, 1994 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

This particular game doesn't stick to a singular theme, like Fun With Numbers and Fun With Letters, but rather presents a group of very simple games for preschoolers. Among its mini-games is a mode where Mario touches parts of his face, the player counts along with Peach and Luigi teaches players to identify items with a certain color and shape.

4.6

N

## Mario's Time Machine

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) December, 1993 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

The basic gameplay consists of players talking to historic figures and solving basic puzzles in order to return artifacts to their rightful owners. Each object in Bowser's museum has attached to it a basic explanation of a famous historical figure, including the date and location the item was taken from. By imputing these co-ordinates into the Timulator, Mario can travel back to the correct era with the item in tow.

Rarity US: 1

7.3

J N

## Mark Davis' The Fishing Master

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) April, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Mark Davis' The Fishing Master is a fishing game that features fishing in rural lakes. The game featured Mark Davis' voice. It is also known for its status as a cult video game due to its difficulty level and attention to detail about lures and weather effects.

The game received mixed reviews. On release, Famicom Tsūshin scored the game an 18 out of 40.

Rarity US: 2

5.6

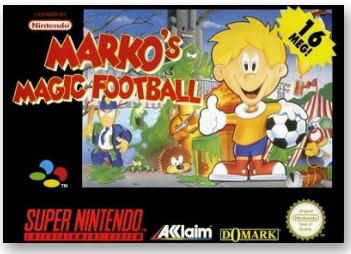
P

## Marko's Magic Football

| | |
|---|---|
| **Developer** | Domark |
| **Publisher** | Acclaim |
| **Release date** | (eu) 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Dean Lester, creator of Soccer Kid, took the same concept to Domark, who released the less successful Marko's Magic Football a year later.

Marko has to find his way through numerous platform levels filled with enemies and obstacles. Using his magic football, he can perform various moves and attacks.




Rarity EU: 8

Rarity US: 1

## Marvel Super Heroes: War of the Gems

7.3

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) November 1996 |
| | (eu) 1996 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Marvel Super Heroes: War of the Gems is a 2D action platformer, based on the events of Marvel Comics' series, Infinity Gauntlet. In the game's plot, Adam Warlock calls upon Earth's greatest super heroes to seek out the Infinity Gems before they fall into the wrong hands.

J N P

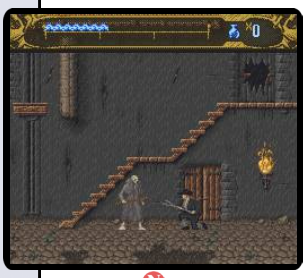
Rarity US: 2

## Mary Shelley's Frankenstein

3.2

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) November, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls Frankenstein's monster as he stomps through the streets of Ingolstadt, Bavaria, in the year 1793 seeking revenge against a certain man named Victor for rejecting him once he was created. Since he is a product of artificial manufacturing, he is condemned and declared an expendable pariah by peasants and soldiers. The common folks that strive to kill Frankenstein's monster are highly ignorant about modern science and believe that he is truly a demon.



N

Rarity US: 5
Rarity EU: 5

## The Mask

6.0

| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | Black Pearl Software, (jp) Virgin Interactive |
| **Release date** | (us) October, 1995 |
| | (eu) October 26, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Mask is a side-scrolling action game based on the first Mask movie. The film, in turn, was loosely based on the Dark Horse comic book series of the same name.

The player has to navigate through his apartment, a high-rent district, outside and inside the bank, the local park, inside the local prison, and finally through a ritzy nightclub to fight his evil nemesis, Dorian.

J N P

5.2

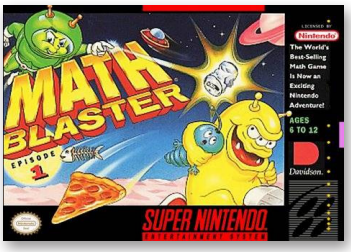
N

## Math Blaster: Episode 1

| | |
|---|---|
| **Developer** | Western Technologies |
| **Publisher** | Davidson & Associates |
| **Release date** | (us) October, 1994 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

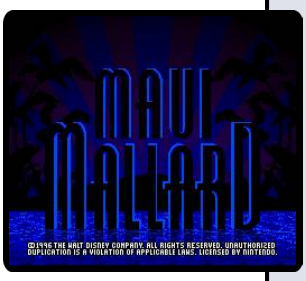
A follow-up to the original Math Blaster! games, Math Blaster: In Search of Spot is an educational title with arcade elements designed to help students learn maths while having fun.

The game allows students to practice basic addition, subtraction, multiplication, and division skills in addition to fractions, decimals, percents, estimation, and number patterns.



Rarity US: 7

7.2



J N P

## Maui Mallard in Cold Shadow

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Nintendo, (jp) Capcom |
| **Release date** | (us) November, 1996 |
| | (eu) November 28, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game stars Donald Duck in a metafictional role as duck detective Maui Mallard, who adopts the name "Cold Shadow" when he dresses up in ninja garb. For the North American versions of the game, all Donald Duck references are omitted for unknown reasons and the main character is only known as Maui Mallard.

Rarity US: 3
Rarity EU: 2

6.8

J N

## Mecarobot Golf

| | |
|---|---|
| **Developer** | Advance Communication Company |
| **Publisher** | Toho |
| **Release date** | (us) September, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The general theme of Mecarobot Golf is a near-futuristic golf course where humanoid robots are considered to be second-class citizens. A robot named Eagle is blocked from participating in the world's professional golfing tournaments due to discrimination. Eagle has the ability to play golf better than a human being but is denied the chance to do so. A benefactor purchases Eagle and builds a golf course for him to practice on.

Rarity US: 2

Rarity US: 3
Rarity EU: 5

## MechWarrior

5.8

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Activision, (jp) Victor Interactive |
| **Release date** | (us) May, 1993<br>(eu) 1993 |
| **Genre** | First-person shooter |
| **Mode** | 1 Player |

MechWarrior, known in Japan as Battletech, is a first-person action game for the SNES based on the Battletech universe. The SNES game was based upon the original PC MechWarrior, with updated graphics that utilized Mode 7 for the Battlemech mission sequences instead of the PC version's flat-shaded 3D graphics.

J N P

Rarity US: 5
Rarity EU: 7

## MechWarrior 3050

7.0

| | |
|---|---|
| **Developer** | Tiburon Entertainment |
| **Publisher** | Activision |
| **Release date** | (us) October, 1995<br>(eu) 1995 |
| **Genre** | First-person shooter |
| **Mode** | 1-2 Players |

The video game is viewed in an isometric view as opposed to the first person view of the previous game. The game also features a two-player mode where one player controls the bottom half of the mech to navigate it around the map while the second player controls the upper torso, which moves independently.

J N P

Rarity UK: 5

## Mega Lo Mania

6.3

| | |
|---|---|
| **Developer** | Sensible Software |
| **Publisher** | Virgin Interactive |
| **Release date** | (eu) December 31, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Mega Lo Mania is a real-time strategy game first released for the Amiga in 1991. The object of the game is to conquer 28 islands, divided into nine Epochs that span the history of mankind. The player must take on the role of one of four Gods. As their God, the player must lead his or her people by instructing them to do a number of different tasks such as create buildings, design weapons, mine for elements or form an army.

J P

7.7

J N P

## Mega Man 7

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) September 30, 1995<br>(eu) March, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Mega Man 7 is the seventh game in the original Mega Man series and the first and only title in the main series to be featured on the 16-bit console. Picking up directly after the events of Mega Man 6, the plot involves the protagonist Mega Man once again attempting to stop the evil Dr. Wily, who uses a new set of Robot Masters to free himself from captivity and begin wreaking havoc on the world.

Rarity US: 4

6.2

J N

## Mega Man Soccer

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) April 2, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Mega Man Soccer is a traditional soccer game with exhibition matches, tournaments, and leagues that can be played both single-player and multiplayer depending on the mode. The game features characters and Robot Masters from previous entries in the original Mega Man series. Each character has a unique special shot that will temporarily disable anyone that comes in contact with the ball.

Rarity US: 2

8.7

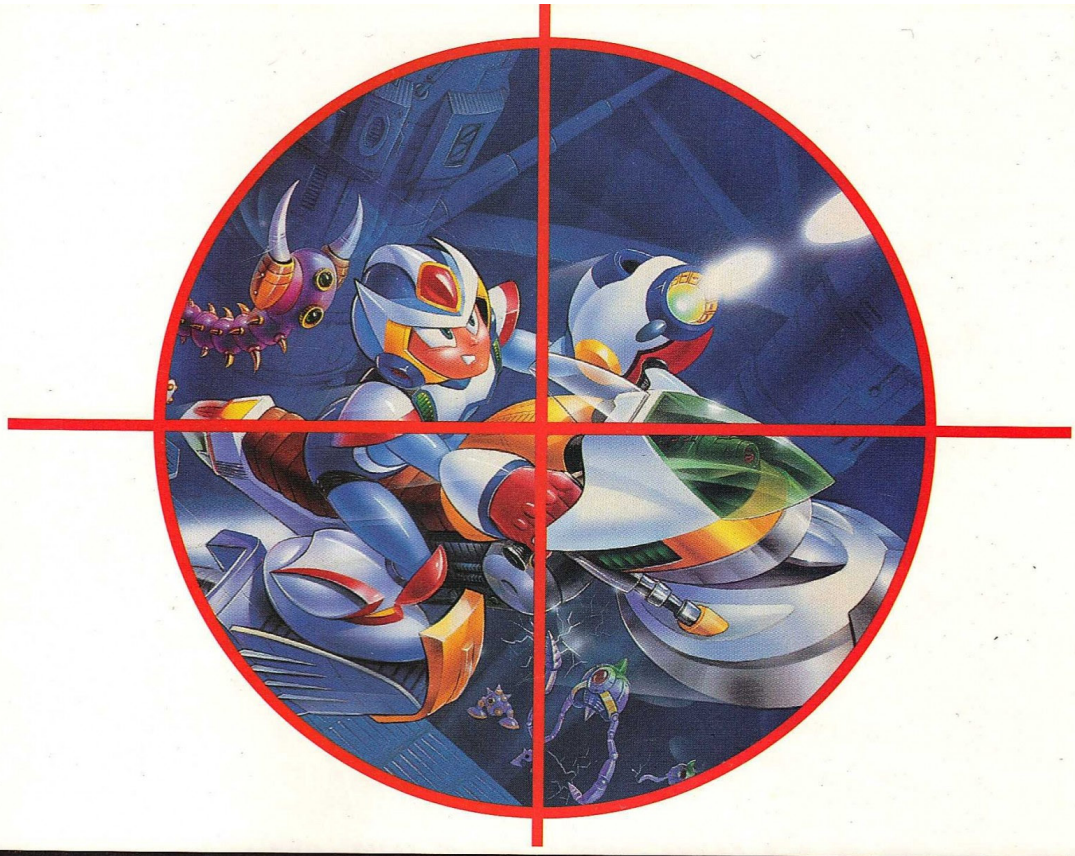
J N P

## Mega Man X

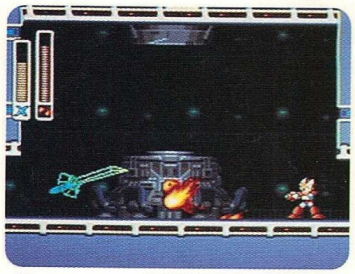
| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, (eu) Nintendo |
| **Release date** | (us) January 19, 1994<br>(eu) May, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Mega Man X is a spin-off of the original Mega Man series. Taking place a century after the original Mega Man series, Mega Man X is set in a futuristic world populated by both humans and "Reploids", robots capable of thinking, feeling, and growing like their human creators. The plot of the game follows the protagonist Mega Man X, an android member of a military task force called the "Maverick Hunters".

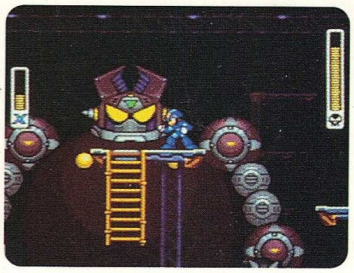
Rarity US: 1
Rarity EU: 2



# ARE YOU THE HUNTER OR THE HUNTED?



The amazing new CAPCOM C-4 graphics chip makes Mega Man X's duel with the renegade sword an all too real slash-fest.



In the abandoned Reploid factory, "X" better go for the head of the Maverick Hunter or get crushed into scrap metal.

Take the ultimate ride on the Mobile Attack Cycle and eliminate the Mavericks from behind, where they least expect it.

Just when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While the X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

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8.4

J N P

## Mega Man X2

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) January 6, 1995
(eu) October, 1995
**Genre** Platformer
**Mode** 1 Player

Mega Man X2 features much of the same action-platforming elements as the first installment of the series, following the traditional gameplay of the original Mega Man series. The player is tasked with completing a series of stages by destroying enemies, gaining various power-ups, and winning the special weapon of each stage's boss.

Rarity US: 5
Rarity EU: 7

8.3

J N P

## Mega Man X3

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) January 4, 1996
(eu) May, 1996
**Genre** Platformer
**Mode** 1 Player

Mega Man X3 follows in the tradition of both the original Mega Man series and the Mega Man X series as a standard action-platform game. The player traverses a series of eight stages in any order while gaining various power-ups and taking the special weapon of each stage's end boss. Mega Man X3 is the first game in the series in which Zero is a playable character in addition to X.

Rarity US: 6
Rarity EU: 7

7.2

N P

## Metal Combat: Falcon's Revenge

**Developer** Intelligent Systems
**Publisher** Nintendo
**Release date** (us) December, 1993
(eu) 1993
**Genre** Light-gun
**Mode** 1-2 Players

Metal Combat: Falcon's Revenge is a mecha-themed light gun shooting game. It is the sequel to Battle Clash and like its predecessor, it requires the use of the Super Scope peripheral in order to be played.

The game received mostly mixed reviews.

Rarity US: 2
Rarity EU: 5

Rarity US: 8
Rarity UK: 7

## Metal Marines

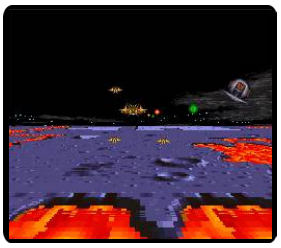
7.5

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) December, 1993<br>(eu) June, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Metal Marines, known in Japan as Militia, is a sci-fi strategy game that features both real-time and turn-based elements. The player is one of the last surviving commanders of the United Earth Empire, an army attempting to thwart the antagonistic Zorgeuf's forces from conquering Earth and its space colonies.

*"giantbomb.com"*

J N P



Rarity US: 2

## Metal Morph

4.3

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | FCI |
| **Release date** | (us) December 1994 |
| **Genre** | Run and gun, Shooter |
| **Mode** | 1 Player |

The gameplay alternates between run and gun and scrolling shooter (playing as a space ship). Both the player character and his space ship are able to use MetalMorphosis (a transformation ability) to navigate certain areas. The player must retrieve missing pieces of the ship, while simultaneously fending off aliens who desire the secret of MetalMorphosis.

N

Rarity US: 7

## Metal Warriors

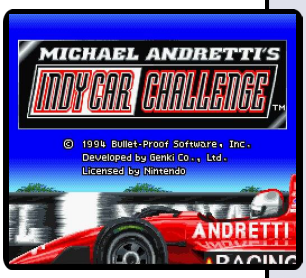
7.8

| | |
|---|---|
| **Developer** | LucasArts |
| **Publisher** | Konami |
| **Release date** | (us) February 1995 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The player is able to pilot six different types of assault suits, and can use different suits in the same stage. At any time, the player can abandon their assault suit and attempt to find a new one, allowing the player to remain in the game even if their assault suit is destroyed. Instead of a health bar, the mechs all show progressive battle damage as they take on enemy fire.

N

5.6



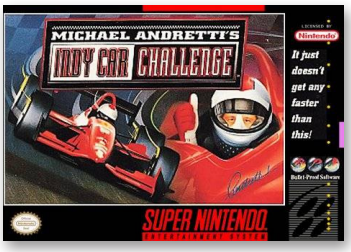
J N

## Michael Andretti's Indy Car Challenge

| | |
|---|---|
| **Developer** | Genki, Bullet Proof Software |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (us) September, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

The game features Champ Car (now called IndyCar) action. There are many modes of play including single race, season mode, and the option to disable the sound and/or music. The season mode consists of 16 tracks.

Prior to each race, the player is given the option to adjust tire pressure, down force, and gear ratio.



Rarity US: 1

5.7

N P

## Michael Jordan: Chaos in the Windy City

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | Electronic Arts, (eu) Ocean |
| **Release date** | (us) November 21, 1994 |
| | (eu) March 11, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game played much like other two-dimensional platform games of its time, collecting keys and defeating enemies with a variety of different techniques. The player controls Michael Jordan on a quest to save the rest of the players for an All-Star charity game, who have all been kidnapped.

Rarity US: 2

6.7

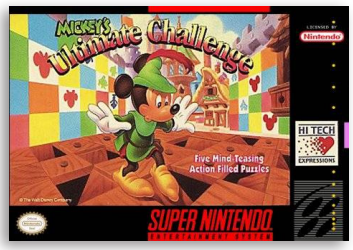
J N P

## Mickey Mania: The Timeless Adventures of Mickey Mouse

| | |
|---|---|
| **Developer** | Traveller's Tales |
| **Publisher** | Sony Imagesoft, (eu) Capcom |
| **Release date** | (us) October 1, 1994 |
| | (eu) April 1, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Mickey Mania is a platformer in which players control Mickey Mouse as he visits various locations based on his past cartoons, ranging from his debut in Steamboat Willie to the more recent The Prince and the Pauper. Mickey can attack enemies by either jumping on them or by using a limited supply of marbles.

Rarity US: 1



Rarity US: 2

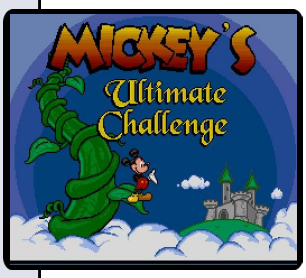
## Mickey's Ultimate Challenge

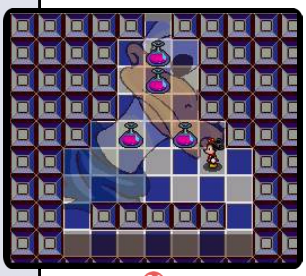
5.9

| | |
|---|---|
| **Developer** | WayForward Technologies |
| **Publisher** | Disney Interactive, Hi Tech Expressions |
| **Release date** | (us) February 28, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Mickey's Ultimate Challenge is a puzzle game where players must complete challenges to beat the game. Players must go through a series of challenges in various rooms of the castle in order to collect magic beans and items.

The game has received generally mixed reviews from gaming magazines.



N

Rarity US: 5

## Micro Machines

6.6

| | |
|---|---|
| **Developer** | Codemasters |
| **Publisher** | Ocean Software |
| **Release date** | (us) December, 1994 |
| | (eu) 1994 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Micro Machines involves racing miniatures representing particular vehicle types across a particular terrain found around the house. The Sports Cars race on the desktop, 4x4s in the sandpit, Formula 1 cars on a snooker table, and so on. Viewed from overhead with small graphics, the races include up to 4 cars.

*"mobygames.com"*

N P

## Micro Machines 2: Turbo Tournament

7.2

| | |
|---|---|
| **Developer** | Codemasters |
| **Publisher** | Ocean Software |
| **Release date** | (eu) February 22, 1996 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Micro Machines 2: Turbo Tournament is the second game in the Micro Machines series. Like its predecessor, it puts the player behind the steering wheel of an extremely small car. The races take place in locations such as a table, a treehouse, among other.

*"mobygames.com"*

P

5.6

P

## Might and Magic II: Gates to Another World

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Elite Systems |
| **Release date** | (eu) 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The Super Nintendo saw two separate adaptations of Might and Magic II. The European version was developed by Iguana Entertainment. This version was to be ported to the US by Sammy, but was canceled. This version is almost identical to the Genesis version. Japan saw a separate Super Famicom release named Might and Magic: Book II.

6.6

N

## Might and Magic III: Isles of Terra

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | FCI |
| **Release date** | (us) January, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Isles of Terra is the third installment in the Might and Magic series, and a sequel to Gates to Another World. Like its predecessors, it is a role-playing game focusing on first-person exploration of vast pseudo-3D environments, character building, and turn-based combat. Like in the second game, characters may learn unique skills such as thievery, merchant, and others.

Rarity US: 6

6.8

J N P

## Mighty Morphin Power Rangers

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Bandai |
| **Release date** | (us) September, 1994 |
| | (eu) January 26, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Mighty Morphin Power Rangers is a side-scrolling action game composed of seven stages, with two different gameplay styles. In the initial five areas, the player controls one of the five original Power Rangers. In the final two areas, the player will control the Megazord and fight against a giant monster.

Rarity US: 1

Rarity US: 1
Rarity UK: 5

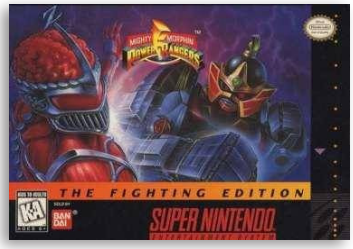
## Mighty Morphin Power Rangers: The Movie

6.9

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (us) June 30, 1995 |
| | (eu) 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The game is a side-scrolling action game similar to the previous SNES game based on the series. The game can be played by one or two players with six available characters. Billy and Kimberly return from the previous game along with Tommy, the White Ranger, as well as Rocky, Adam, and Aisha.

N P



Rarity US: 2
Rarity UK: 5

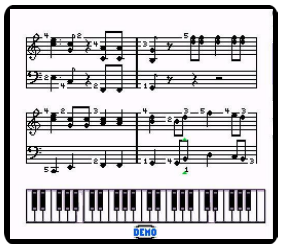
## Mighty Morphin Power Rangers Fighting Edition

6.7

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Bandai |
| **Release date** | (us) September, 1995 |
| | (eu) 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Unlike previous Power Rangers video games, which had the player controlling the titular heroes, the player controls their giant robots (known as Zords) in this title. The developers would later use the same engine for the Super Famicom fighting game Shin Kidō Senki Gundam Wing: Endless Duel.

N P




Rarity US: 7

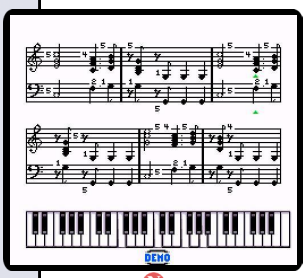
## Miracle Piano

7.6

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | The Software Toolworks |
| **Release date** | (us) December 31, 1991 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

The Miracle system consisted of a keyboard, connecting cables, power supply, soft foot pedals, and software on a standard, licensed SNES cartridge. Students can learn to play classic piano, rock piano or show tunes.

Due to its high price ($500) and low sales, the keyboard with all of the original cables together are a rare find. The Sega Genesis version can be worth up to $412.

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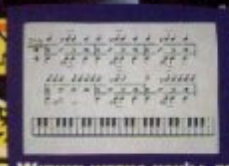

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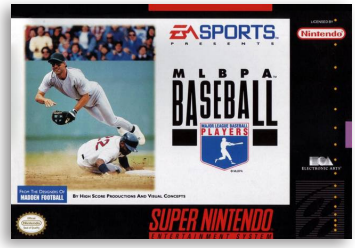
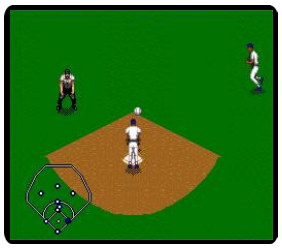


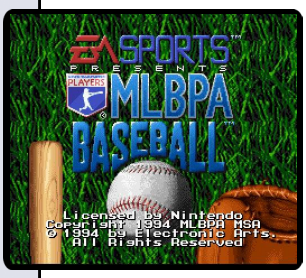
Rarity US: 1

## MLBPA Baseball

5.2

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | EA Sports |
| **Release date** | (us) March, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game included the 1993 season's major league players and stats thanks to its MLBPA license, but could not use team names for lack of an MLB license. The game got around this by using the city names of each team with matching colors, and using terms "A League", "N League", and "The Series". Players are allowed to play a single game, a full season based on the 1994 schedule, playoffs, and a World Series.



J N

Rarity US: 6
Rarity EU: 8

## Mohawk & Headphone Jack

6.3

| | |
|---|---|
| **Developer** | Solid Software |
| **Publisher** | Black Pearl Software, (eu) THQ |
| **Release date** | (us) August, 1996<br>(eu) March 27, 1997 |
| **Genre** | Action-platformer |
| **Mode** | 1-2 Players |

Protean platform hero with attitude (well, with sunglasses) rocks out in this novel but forgotten would-be Sonic-killer, collecting CDs and avoiding segmented slinkies and nasty robot bugs in disorienting mode 7 mazes with no constant "down".

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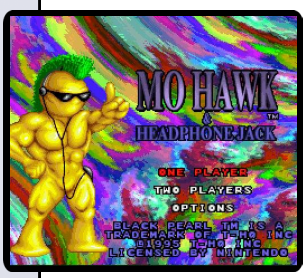

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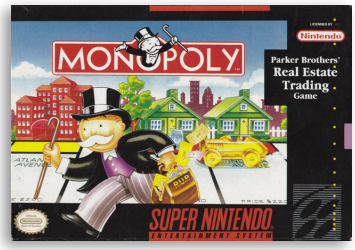


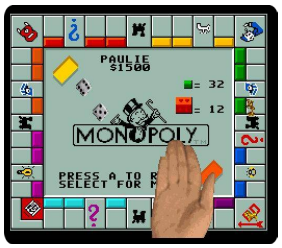


Rarity US: 1

## Monopoly

6.0

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Parker Brothers |
| **Release date** | (us) September 1, 1992 |
| **Genre** | Board game |
| **Mode** | 1-8 Players |

From Sculptured Software comes an adaptation of the classic board game Monopoly for the dominating console systems of the early 90s. During gameplay, the board is seen from the top. Moving tokens are displayed in a special animation in the center of the board, as is a hand throwing the dice. Auctions and trades take place on special screens.

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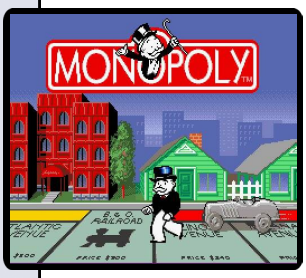


N

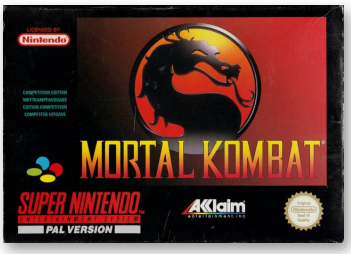
6.7

## Mortal Kombat

J N P

**Developer** Sculptured Software
**Publisher** Acclaim Entertainment
**Release date** (us) September 13, 1993
(eu) October 28, 1993
**Genre** Fighting
**Mode** 1-2 Players

The launch of Mortal Kombat for home consoles by Acclaim Entertainment was one of the largest video game launches of the time. While the SNES version's visuals and audio were more accurate than those of the Sega Genesis version, it features changes to the gameplay and due to Nintendo's "Family Friendly" policy, replaces the blood with sweat and most of the fatalities with less violent "finishing moves".




Rarity US: 1
Rarity EU: 1

7.7

## Mortal Kombat II

J N P

**Developer** Sculptured Software
**Publisher** Acclaim Entertainment
**Release date** (us) September 9, 1994
(eu) September 9, 1994
**Genre** Fighting
**Mode** 1-2 Players

The SNES port make use of the Mode 7, during the overhead fall on the Pit II's Stage Fatality. However, the game plays with some slowdown and the sprites look like they have been painted rather than photographed due to the image distortion resulted from the downscaling. The game has a larger color palette than most other ports of the game and the music is more downbeat and faded.

Rarity US: 1
Rarity EU: 2

7.2

## Mortal Kombat 3

N P

**Developer** Sculptured Software
**Publisher** Williams Entertainment
**Release date** (us) October 13, 1995
(eu) 1995
**Genre** Fighting
**Mode** 1-2 Players

The game's overall style was envisioned differently from in the previous Mortal Kombat games. Instead of the heavily-Oriental themes of Mortal Kombat and Mortal Kombat II, the theme of MK3 is more Western-contemporary. The game's stages are set in modern urban locations, three of the characters are cyborgs, and traditional character designs have been dropped or modified in favor of modern replacements.

Rarity US: 1

Rarity US: 8

## Mountain Bike Rally

5.8

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Life Fitness Entertainment |
| **Release date** | (us) 1995 |
| | (eu) November 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

The player can choose from many characters and many mountain bikes ranging from mediocre to excellent in many categories. This game received an alternate North American release under the name Cannondale Cup. Although the graphics are the same, the names of the racers, bikes, and locations were all altered.

N P

Rarity US: 9

## Exertainment Mountain Bike Rally/Speed Racer

5.8

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Life Fitness Entertainment |
| **Release date** | (us) October, 1994 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

This game is a pack-in compilation of two racing games. Both games have been configured to work with Life Fitness's "Exertainment"-brand stationary bike, which came built with an electronic component that could be linked to the SNES. The player's own exertions on the bike would power the protagonists' vehicles within the two games.

*"giantbomb.com"*

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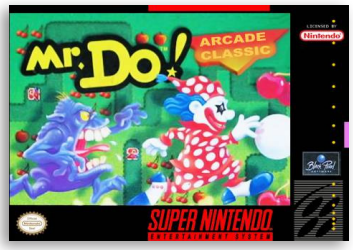


Rarity US: 5
Rarity EU: 7

## Mr. Do!

7.4

| | |
|---|---|
| **Developer** | Imagineer |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) December 1, 1996 |
| | (eu) March 27, 1997 |
| **Genre** | Action |
| **Mode** | 1 Player |

The player control Mr. Do has he tries to harvest all of the cherries on the screen. However, there are numerous bad guys out to get him! Mr. Do can defend himself from the badguys in two ways: first he can push the apples located throughout the playfield on top of the enemies and crush them. Secondly, Mr. Do is armed with a power ball. This can be thrown to destroy an enemy.

J N P

7.1

J N P

## Mr. Nutz

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) August, 1994 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls Mr. Nutz, an Anthropomorphic red squirrel wearing shoes, gloves and a cap, through six themed levels. The end goal is to stop Mr. Blizzard, a yeti, who is the final boss and is trying to take over the world. The game shares similarities with other platformers of the same time, being that jumping is the main technique used in the game to navigate both fixed and moving platforms and defeat most enemies.

Rarity US: 6

7.0

N P

## Ms. Pac-Man

| | |
|---|---|
| **Developer** | Digital Eclipse Software |
| **Publisher** | Williams Entertainment |
| **Release date** | (us) September 1, 1996 |
| | (eu) March 27, 1997 |
| **Genre** | Action |
| **Mode** | 1 Player |

The idea of Ms. Pac-Man did not come from Namco, but from hackers. The first version of Ms. Pac-Man was created in 1981 by a handful of programmers at General Computer Corporation. The programmers took a Pac-Man cabinet and modified it, calling it Crazy Otto. The programmers showed it to Midway who were both surprised at the quality of Crazy Otto. Midway bought the rights and added the Pac-Man sprites.

Rarity US: 1
Rarity EU: 8

6.1

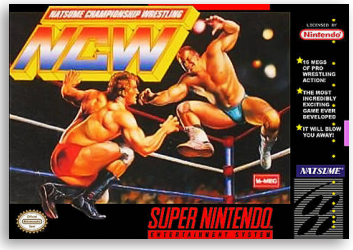
J N

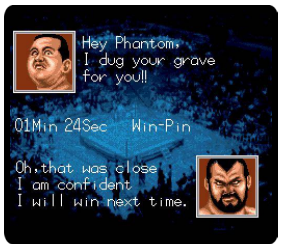
## Musya

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | SETA, (jp) Datam Polystar |
| **Release date** | (us) December 31, 1992 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Musya follows a pikeman, who must descend to the abyss to save Shizuka, a maiden. After Imoto survives a battle in which all other combatants perish, he travels to Tengumura Village, where he collapses. The mayor, Akagi, greets Imoto and tells him that Shizuka needs to be rescued. Imoto heads into Tengumura Cavern.

Rarity US: 5




Rarity US: 1

## Natsume Championship Wrestling

6.3

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) June, 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

This game is widely based on a conversion of Zen-Nippon Pro Wrestling Dash: Sekai Saikyō Tag, a Japanese video game for the Super Famicom. Players must become either the Triple Crown Champion or the Triple Crown Tag Team Champions and achieve the limits of professional wrestling.

N

Rarity US: 1

## NBA All-Star Challenge

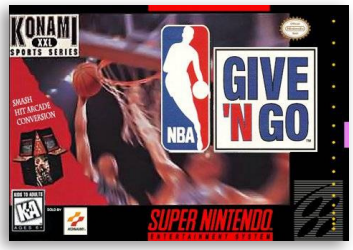
5.4

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | LJN, (jp) Acclaim |
| **Release date** | (us) December 31, 1992 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

This game offers a chance to compete in one-on-one basketball with legendary NBA superstars like Michael Jordan, David Robinson, Larry Bird, and even Patrick Ewing. Every mode is multiplayer-capable in addition to being selectable for single-player gameplay.

Playing modes include: H-O-R-S-E, a free throw tournament, a shooting contest, and a tournament.

J N P



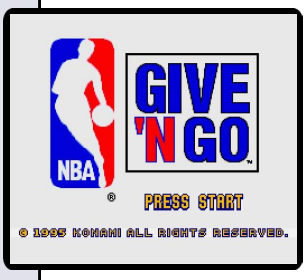
Rarity US: 1

## NBA Give 'n Go

6.6

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) November, 1995 |
| | (eu) 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Similar to the arcade game Run and Gun, the in-game camera is at one end of the basketball court. Gameplay is fast-paced, much like NBA Jam and Konami's own Run and Gun. Elements lifted from arcade basketball games included limited fouls, faster than real time clock, and basketballs rarely travel out of bounds. Free throw shots are simply a manner of trying to get two dots in the center as possible.



J N P

7.4

N P

## NBA Hangtime

| | |
|---|---|
| **Developer** | Funcom |
| **Publisher** | Midway Games |
| **Release date** | (us) November 1996 |
| | (eu) 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The gameplay is largely the same as the Midway's NBA Jam games, with some additions. One of the most prominent additions is the "Create Player" feature, which allows players to create a custom basketball player, specifying height, weight, shooting and defensive skills using a limited number of attribute points. Created players can be made more powerful as players earn additional attribute points by winning games.

Rarity US: 1
Rarity EU: 7

7.5

J N P

## NBA Jam

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) March 4, 1994 |
| | (eu) March 10, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NBA Jam is a two-on-two basketball game. Players can play any NBA team, and they can play as players like Barkley, Starks, Pippen, and Grant. Each player controls a single player, so they should choose their squad wisely to take team-mate skill into account. The game is action-oriented, and players can perform unrealistic slam-dunks.

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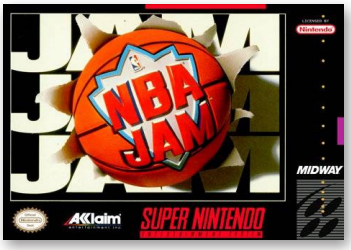
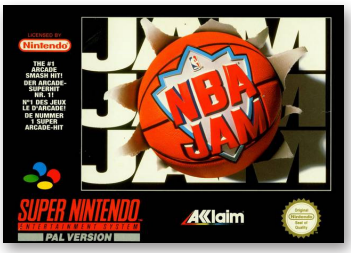
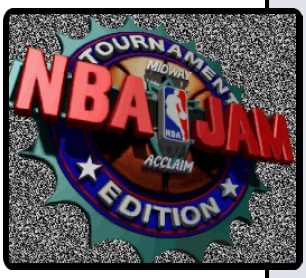
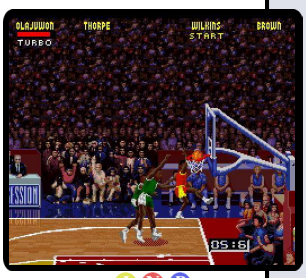



Rarity US: 1

7.9



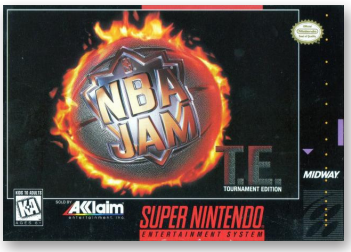
J N P

## NBA Jam Tournament Edition

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) March 4, 1994 |
| | (eu) March 10, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The update named NBA Jam Tournament Edition featured updated rosters, new features and easter eggs combined with the same gameplay of the original. Jon Hey created new music specifically for NBA Jam T.E. to replace the original NBA Jam music.

Early versions of the game included characters from Midway's Mortal Kombat games.



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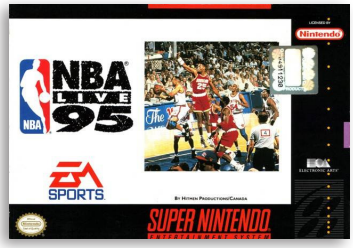
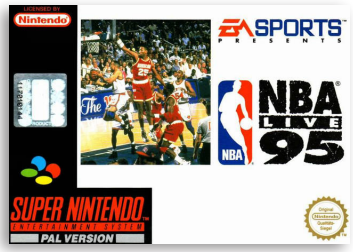


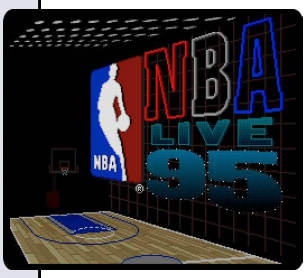

Rarity US: 1

## NBA Live 95

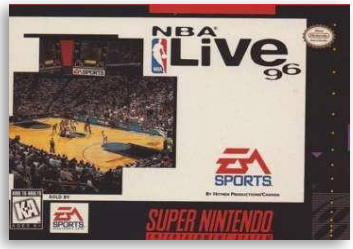
7.4

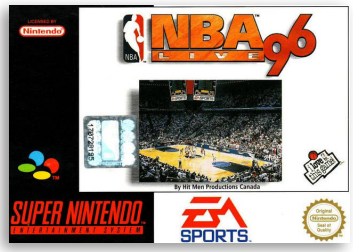
| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) October, 1994 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NBA Live 95 is the first of the NBA Live video games series. It introduced many elements of that would become standard in the series, including the isometric on-court perspective, the "T-meter" for shooting free throws and the turbo button used to give players a temporary burst of speed. The game feature 1993-94 rosters, and limited roster management functions.



J N P




Rarity US: 1

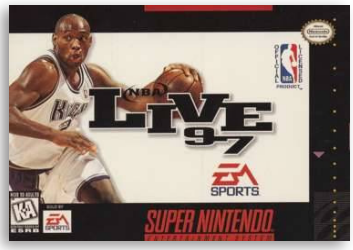
## NBA Live 96

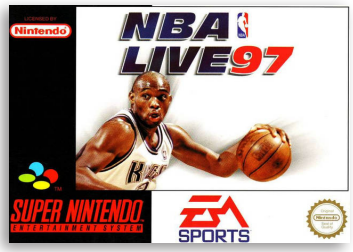
7.6

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) October, 1995 |
| | (eu) November 23, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NBA Live 96 introduced the Free Agent pool and Create-a-Player to the series. It was also the first NBA Live to utilize Virtual Stadium Technology and multiple camera angles. Michael Jordan and Charles Barkley were not included due to licensing issues. They did however exist as hidden players. Players could unlock them by entering their surnames in Create-a-Player.

N P



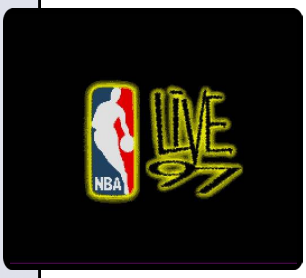

Rarity US: 1

## NBA Live 97

7.3

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) December, 1996 |
| | (eu) December, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

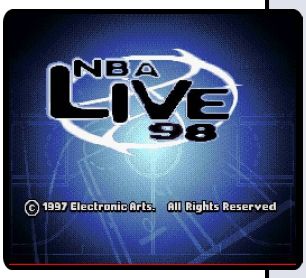
Players can choose from all of the NBA teams, create a team with players they create themself, or choose a team formed by the All-Star players of the east or West coasts. When players create a player, they can customize the player to a high degree. There are over 60 offensive and 10 defensive set-ups. Match options include an exhibition match, a whole season or the playoffs.



N P

6.9

## NBA Live 98



N

**Developer** EA Sports, Tiertex
**Publisher** THQ
**Release date** (us) March 1998
**Genre** Sports
**Mode** 1-2 Players

NBA Live 98 offers the player all teams, players and stadiums of the 1998 NBA season. More than 350 faces got scanned to improve realism. Also some new moves like crossover or fade-aways are implemented. Players can play single games, whole seasons, the playoffs or new things like manager career or 3-point-shootout in the style of an all-star-game.

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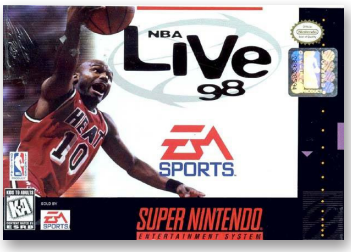


Rarity US: 5

6.2

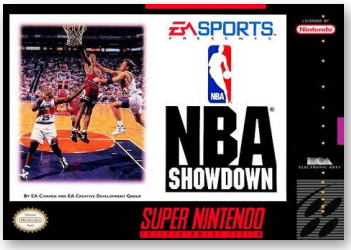
## NBA Showdown

J N

**Developer** Electronic Arts
**Publisher** EA Sports
**Release date** (us) October 1993
**Genre** Sports
**Mode** 1-2 Players

NBA Showdown is a sequel to Bulls vs. Blazers video game. It is the fifth and final game in the NBA Playoffs series of games, before the series was re-branded as NBA Live.

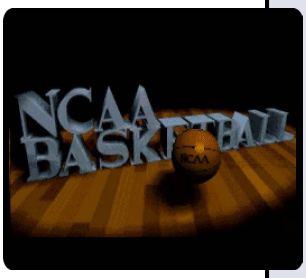
The game could be played in various ways: players could play against each other, or against the computer. Games against the computer were divided into two levels, "exhibition" or "playoffs".



Rarity US: 1

6.3

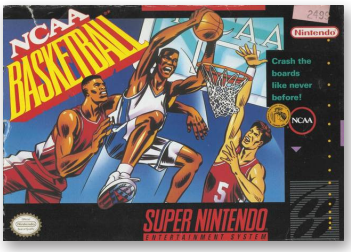
## NCAA Basketball

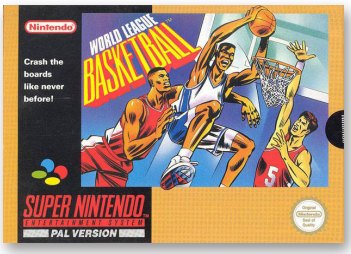


J N P

**Developer** Sculptured Software
**Publisher** Nintendo, (jp) HAL Laboratory
**Release date** (us) October 1, 1992
(eu) July 22, 1993
**Genre** Sports
**Mode** 1-2 Players

NCAA Basketball, known as World League Basketball in Europe and Super Dunk Shot in Japan, is a basketball video game. It was the first basketball game for a console to utilize a 3D perspective. The game uses the Super Nintendo's Mode 7 to create a 3D players' perspective that became the standard for later basketball video games. Sculptured's NHL Stanley Cup featured a similar effect.




Rarity US: 1

Rarity US: 1

## NCAA Final Four Basketball

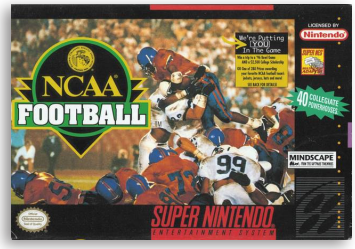
5.2

| | |
|---|---|
| **Developer** | Bitmasters |
| **Publisher** | Mindscape |
| **Release date** | (us) February, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NCAA Final Four Basketball is a standard basketball-sim with a full NCAA license with 64 of the top Division 1-A teams including North Carolina, Florida State, Boston College, and Maryland to name a few.

There are three modes of play to choose from: two Practice modes, one which shows the player the basic in's and outs of the game and another for free throw shooting, Exhibition and Tournament.

N



Rarity US: 1

## NCAA Football

5.7

| | |
|---|---|
| **Developer** | The Software Toolworks |
| **Publisher** | Mindscape |
| **Release date** | (us) October, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NCAA Football let players play as one of sixteen college football teams in either an exhibition game or in tournament play. The tournament pits players against all the other teams which they must win in order to proceed; the game will automatically save after each game won so players can pick up the tournament where they left off.

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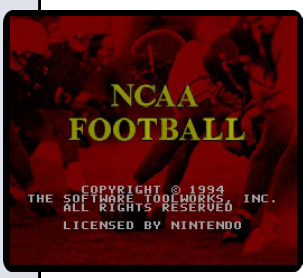


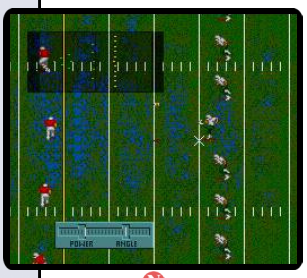

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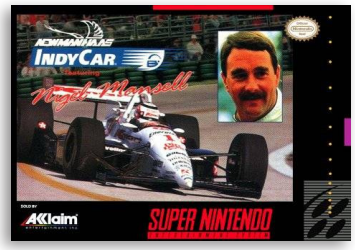
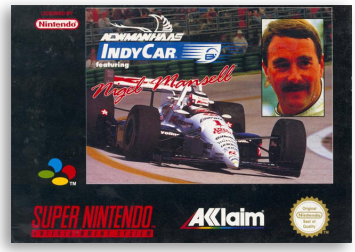


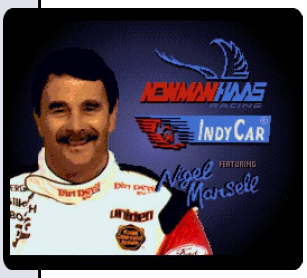

Rarity US: 2

## Newman/Haas IndyCar featuring Nigel Mansell

5.6

| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November, 1994 |
| | (eu) December 8, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

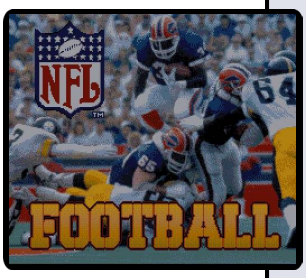
Newman/Haas IndyCar featuring Nigel Mansell, known in Japan as Nigel Mansell Indy Car, can be considered as the sequel to Nigel Mansell's World Championship Racing, and is based on the 1994 IndyCar season featuring Nigel Mansell and the motor racing team Newman/Haas Racing.



J N P

5.2

## NFL Football

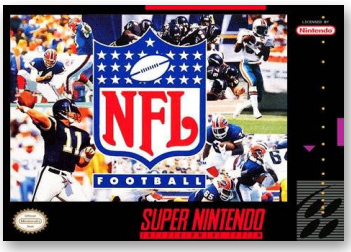


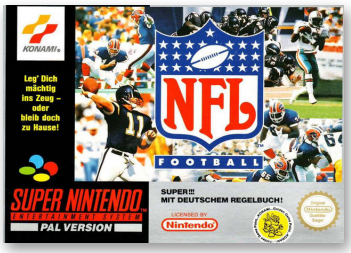
J N P

| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | Konami |
| **Release date** | (us) July, 1993 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

A football game featuring both an exhibition mode and a playoff mode. The game features all the real team names and logos of that era.

During the game, the field is mainly viewed from a horizontal perspective. Players select their plays (pass, run, or kick) and try to outscore their opponents by the time the clock runs out.




Rarity US: 1

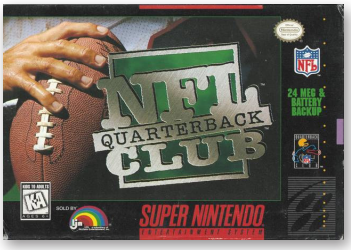
6.1

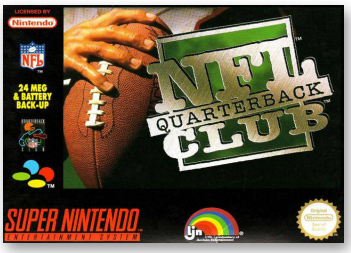
## NFL Quarterback Club

J N P

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | LJN |
| **Release date** | (us) December, 1994 |
| | (eu) April, 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

The main appeal about the game is that it offers three different types of modes to play in, making it more like three games in one. The game takes its name from the "QB Challenge". Players can choose from more than 12 of the NFL's premier quarterbacks to take part in a competition. The second mode is "Play NFL" and features playing a regular football game. The third mode is "Simulation".

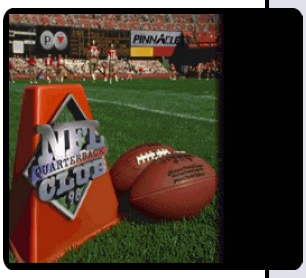



Rarity US: 1

6.1

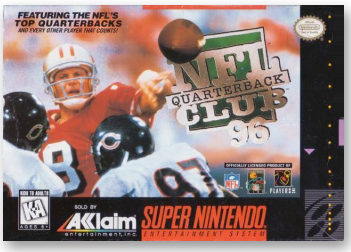
## NFL Quarterback Club 96

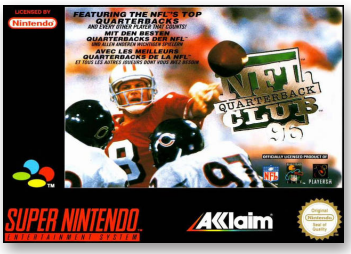


J N P

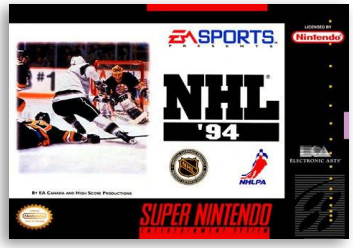
| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November, 1995 |
| | (eu) 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

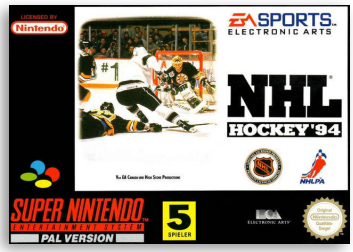
The game has 32 offensive plays and 16 defensive plays. The simulation modes include Preseason, Playoffs and Season, where one plays a season of 18 games. Another playable mode is the Quarterback Challenge, where players take control of a quarterback and compete against other quarterbacks in the league in various competitions, such as distance, mobility, obstacle, and accuracy.




Rarity US: 1




Rarity US: 1

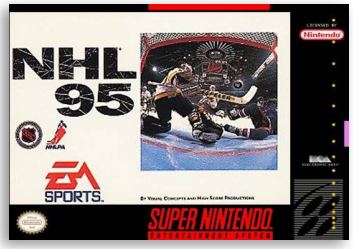
## NHL 94

7.9

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) October, 1993 |
| | (eu) March 31, 1994 |
| **Genre** | Sports |
| **Mode** | 1-5 Players |

Being the third game in the NHL series media franchise, it was released in October 1993. The game is officially licenced from the National Hockey League and the NHL Players' Association. Just like its predecessors, NHL Hockey and NHLPA Hockey '93, NHL '94 was designed to give gamers the most realistic hockey experience possible.

J N P



Rarity US: 2

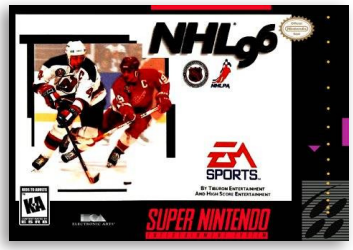
## NHL 95

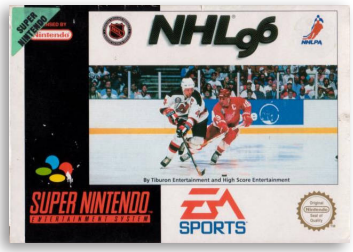
7.0

| | |
|---|---|
| **Developer** | Visual Concepts, High Score Productions |
| **Publisher** | EA Sports |
| **Release date** | (us) November, 1994 |
| | (eu) December 8, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The action of NHL 95 is viewed top-down, and can be played with or without realistic penalties. There is a full season mode, allowing players to guide a team through all 84 matches, with the option of injuries potentially putting players out of a sequence of matches. Players have full control over trading and creating players for their squad. New in-game moves include dummy shots and lie-down blocks.

N P




Rarity US: 3

## NHL 96

7.5

| | |
|---|---|
| **Developer** | High Score Productions, Tiburon |
| **Publisher** | EA Sports |
| **Release date** | (us) September, 1995 |
| | (eu) October 26, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

NHL 96 was the first EA Sports game to feature Virtual Stadium technology, which resulted in a 3D feel and multiple camera angles. The NHL license ensures that real teams and players of the era are included, with a full league and playoff system. Many game options can be toggled - the infamous fighting is optional, as are the penalties and offsides.

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N P

6.8

N P

## NHL 97

| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | EA Sports |
| **Release date** | (us) October 31, 1996<br>(eu) November 28, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

1997 edition of EA's NHL sport simulation series. Improvements in this edition come mostly in the graphical arena, with a refined version of the "virtual stadium" system that adds new camera angles (including the classical top-down one strangely missing from NHL 96), and polygonal players instead of the bitmap-based ones with motion-captured animations.

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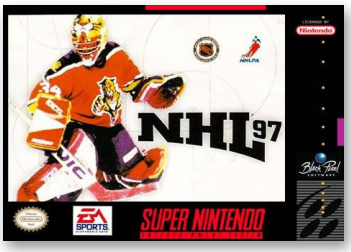

Rarity US: 4
Rarity EU: 7

6.6

N

## NHL 98

| | |
|---|---|
| **Developer** | THQ |
| **Publisher** | EA Sports |
| **Release date** | (us) December 31, 1997 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

NHL 98 features much faster and refined gameplay, along other new features such as "in-the-fly" tactics developed by Marc Crawford, then manager of the Colorado Avalanche and new commentary lines from Jim Hughson and Darryl Reaugh and a re-worked interface. Graphics are improved from the previous version with the players being less angular, and thanks to 3Dfx support, with less pixels showing in the textures.

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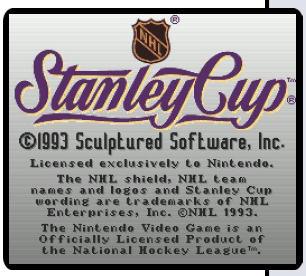
Rarity US: 6

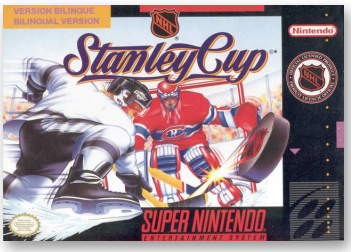
6.3

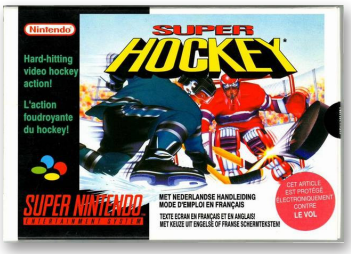


## NHL Stanley Cup

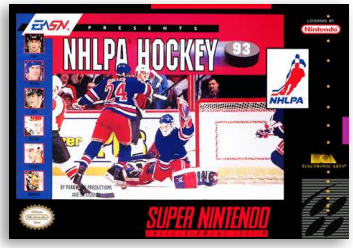
| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Nintendo |
| **Release date** | (us) November, 1993<br>(eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

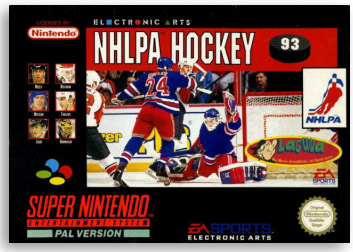
Nintendo NHL Stanley Cup lets all 26 teams from the National Hockey League at the time of the game's release (including the expansion Florida Panthers and Mighty Ducks of Anaheim) compete for the highest honor in professional hockey, the Stanley Cup. As it licenses from the NHL, but not the NHLPA, the game can use the team logos and the Stanley Cup but not the names of real players.




Rarity US: 1



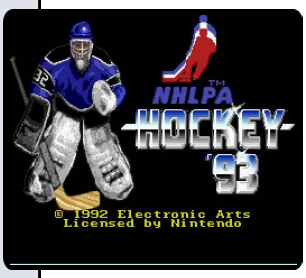

Rarity US: 1

## NHLPA Hockey '93

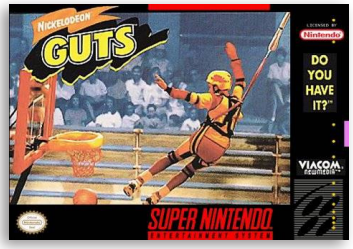
7.0

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | EA Sports |
| **Release date** | (us) December 31, 1992 |
| | (eu) April 5, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Unlike NHL Hockey, NHLPA Hockey has a license from the NHLPA, but not the NHL. The game includes mostly complete rosters and all 24 teams from the 1991-92 NHL season, including the expansion Tampa Bay Lightning and Ottawa Senators. Because the game lacks an NHL license, no team names are present in the game, and teams are identified by their team colours and location.



N P



Rarity US: 5

## Nickelodeon Guts

5.6

| | |
|---|---|
| **Developer** | Viacom New Media |
| **Publisher** | Viacom New Media |
| **Release date** | (us) November, 1994 |
| **Genre** | Game show, Sports |
| **Mode** | 1-2 Players |

Nickelodeon GUTS is a competitive miscellaneous sports game for the SNES based on the TV show of the same name. The Nickelodeon TV show GUTS was ostensibly American Gladiators for kids. The video game based on the license kept the similarity going by being highly reminiscent of the GameTek American Gladiators game. Two players take turns competing in events, two "bungee-style" games and two obstacle course games.

N

Rarity US: 2

## Nigel Mansell's World Championship Racing

6.9

| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | GameTek, (jp) Infocom, (eu) Nintendo |
| **Release date** | (us) July, 1993 |
| | (eu) December 16, 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Before each race players can customize wing down-force, gear ratio, tyre selection and fuel load choices. The 16-bit versions include a unique 'Improve With Mansell' mode, in which a digitized version of Nigel's head appears in the top corner of the screen, offering instructions and praise.

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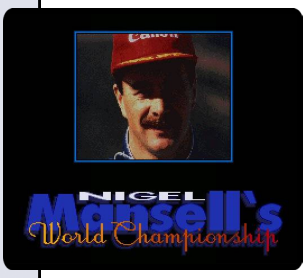


J N P

7.5

J N

## Ninja Gaiden Trilogy

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) August 10, 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Ninja Gaiden Trilogy is a collection containing the three Ninja Gaiden games for the NES. The three games are straight ports and were not optimized for the SNES, but there are several differences from the NES versions. The third game is based on the Japanese version, with infinite continues and lower damage from enemy attacks. Parallax scrolling was removed from the backgrounds of some levels.

Rarity US: 6

Rarity US: 7
Rarity EU: 8

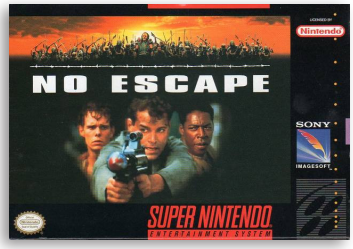
## Ninja Warriors

7.8

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Taito |
| **Release date** | (us) February, 1994 |
| | (eu) April, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

The Ninja Warriors is a side-scrolling beat'em up video game developed and released by Taito for the arcades in 1987. Natsume developed a 1994 SNES-exclusive remake also known as The Ninja Warriors for a number of its releases, originally titled The Ninja Warriors Again in Japan. It shares the original arcade game but the gameplay has been heavily modified.

J N P



Rarity US: 7

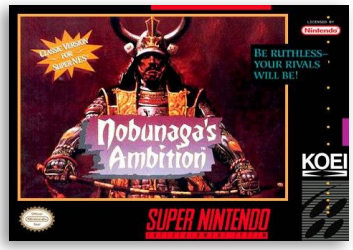
## No Escape

6.3

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) November, 1994 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Based on the 1994 movie of the same name starring Ray Liotta, the player takes control of Liotta's character, Capt. J.T. Robbins, whose only objective of the game is to escape an island. After shooting his commanding officer, Robbins is imprisoned and eventually sent to the island Absolom as a war criminal, from where there is no escape possible. To do this still, the player must explore the island with side-scrolling platform gameplay for clues, making weapons and traps.

N



Rarity US: 2

## Nobunaga's Ambition

6.2

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) December, 1993 |
| **Genre** | Strategy |
| **Mode** | 1-4 Players |

Nobunaga's Ambition is a turn-based strategy game which can be played in different modes. Gameplay is similar to Koei's better known Romance of the Three Kingdoms game. Players begin by selecting either a 17 regions scenario or a larger 50 scenario. Then, the player must select a daimyo, each of which is rated attributes in several categories; Age, Health, Ambition, Luck, Charm and IQ.

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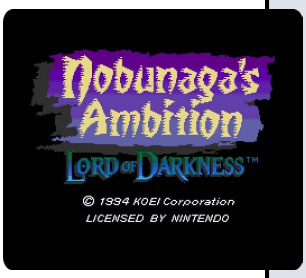
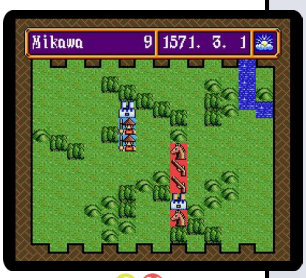
J N

7.7




J N

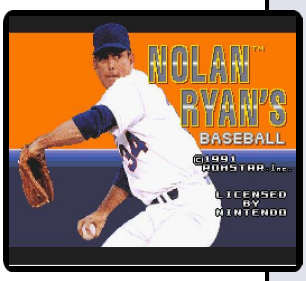
## Nobunaga's Ambition: Lord of Darkness

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) October, 1994 |
| **Genre** | Strategy |
| **Mode** | 1-4 Players |

Nobunaga's Ambition: Lord of Darkness is the fourth title in the series, released December 1990 for PC-98, then quickly ported for various other systems. The scope was once again expanded to all of Japan, and technology, culture, and tea ceremony mechanics were introduced.

Rarity US: 5

6.2

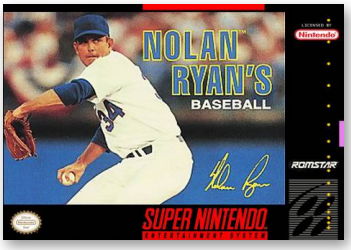


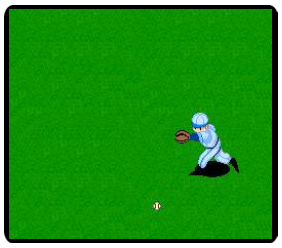
J N

## Nolan Ryan's Baseball

| | |
|---|---|
| **Developer** | Romstar |
| **Publisher** | Romstar |
| **Release date** | (us) February 28, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Nolan Ryan's Baseball (known in Japan as Super Stadium is a baseball game endorsed by the retired baseball player Nolan Ryan; one of the most popular baseball players of the late 20th century. It has no licensing from Major League Baseball and the Major League Baseball Players Association; meaning that Nolan Ryan is the only non-fictional ballplayer in the entire game. All the other players have names that appear to be given names while Nolan Ryan uses his surname.



Rarity US: 2

6.7

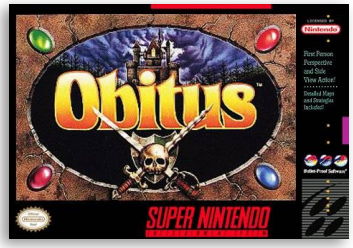
J N

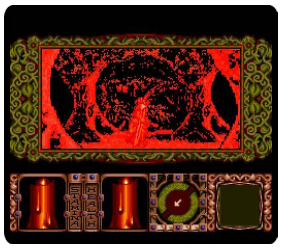
## Nosferatu

| | |
|---|---|
| **Developer** | Seta |
| **Publisher** | Seta |
| **Release date** | (us) October, 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

The game follows the story of a young man named Kyle who has his girlfriend Erin sequestered with the vampire Nosferatu; he has the objective of obtaining their blood. Kyle then goes up to the castle where Nosferatu lurks with intent to rescue Erin, but getting there, he discovers that the huge place is full of traps and violent creatures.

Rarity US: 2



Rarity US: 3

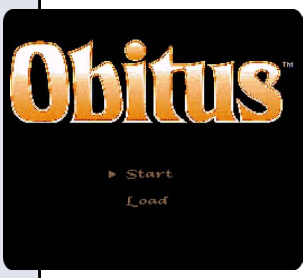
## Obitus

4.0

| | |
|---|---|
| **Developer** | Psygnosis |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (us) September, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The player takes on the role of medieval history lecturer Wil Mason, whose car breaks down while he drives through Snowdonia, Wales in a storm. He seeks refuge in a deserted tower, only to wake up in a strange world.

Obitus is heavily focused on the need to make maps. Without them, the player will die long before making it to the end. There is very little food and time cannot be wasted walking around trying to find a way forward.



N

Rarity US: 6

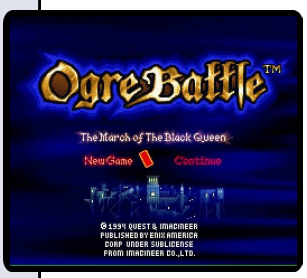
## Ogre Battle: March of the Black Queen

8.2

| | |
|---|---|
| **Developer** | Quest |
| **Publisher** | Enix |
| **Release date** | (us) May 1995 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

Ogre Battle: The March of the Black Queen is a real-time tactical role-playing video game directed by Yasumi Matsuno with artwork by Akihiko Yoshida. It is the first installment of an episodic series.

The main character is leading a revolution against a empire, which has turned to evil through the use of black magic by the mage Rashidi.



J N

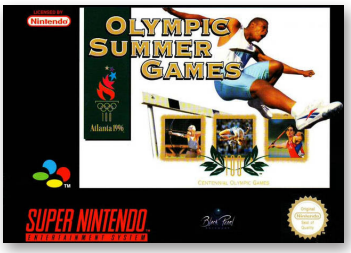
6.9

## Olympic Summer Games

N P

**Developer** Black Pearl Software, Tiertex
**Publisher** U.S. Gold
**Release date** (us) June, 1996
(eu) June 27, 1996
**Genre** Sports
**Mode** 1-2 Players

Olympic Summer Games is the 16-bit edition of the official video game of the Atlanta 1996 Olympic Games. It is the third game of a loose "trilogy" also consisting of Olympic Gold and Winter Olympics. Overall, it was the last "Olympic" video game released for the fourth generation of consoles (Mega Drive and SNES), as well as the Game Boy.




Rarity US: 2
Rarity EU: 5

7.3

## On the Ball

J N P

**Developer** Taito
**Publisher** Taito
**Release date** (us) November 1, 1992
(eu) 1993
**Genre** Puzzle
**Mode** 1-2 Players

On The Ball, first released as Cameltry for the arcades in 1989, consists of moving a ball through a labyrinth by rotating the board itself around the ball. The game was compatible with the Super NES Mouse.

A updated version was released for the iPhone OS in 2009 and Zune HD in 2010.

Rarity US: 5
Rarity EU: 7

7.4

## Operation Europe: Path to Victory

J N

**Developer** Koei
**Publisher** Koei
**Release date** (us) June, 1994
**Genre** Strategy
**Mode** 1-2 Players

The object of the game is to fulfill any one of the military objectives for either the Axis or the Allied forces. Players engage in modern warfare around Western Europe, Eastern Europe, Central Europe, and North Africa. The game uses abstract numbers and figures in the map view and saves the concrete illustrations of soldiers only when they lock horns on the battlefield.

Rarity US: 5

Rarity US: 5
Rarity DE: 8

## Operation Logic Bomb

7.2

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Operation Logic Bomb, known in Japan as Ikari no Yōsai, is the second sequel to the GameBoy game Fortified Zone, following the Japan-only GameBoy sequel Ikari no Yōsai 2.

Controlling a cybernetic soldier, the player starts out with two basic weapons and gains more as he progresses throughout the game.

J N P

Rarity US: 6

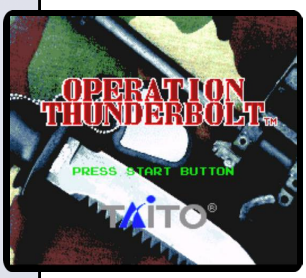
## Operation Thunderbolt

5.2

| | |
|---|---|
| **Developer** | Aisystem Tokyo |
| **Publisher** | Taito |
| **Release date** | (us) October, 1994 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

Operation Thunderbolt, first released as a 1988 arcade game, is the sequel to Operation Wolf. Like its predecessor, the game used mounted positional guns as controllers.

The SNES version works with the SNES Mouse and the Super Scope. The storyline was altered in that the hijackers were members of a fictional country known as the Bintazi People's Republic.



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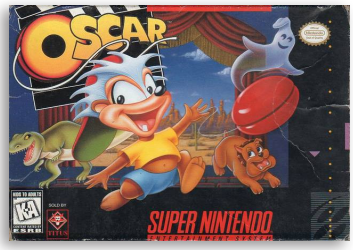

Rarity US: 8
Rarity EU: 7

## Oscar

6.0

| | |
|---|---|
| **Developer** | Flair Software |
| **Publisher** | Titus Software |
| **Release date** | (us) October 31, 1996 |
| | (eu) 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player character, Oscar, have to run and jump through 7 Levels in Hollywood-style (Science Fiction, Western, Horror, Cartoons, Dino, Detective and Gameshow) to find Oscars (the Academy Award).

If he have enough Oscars he solve the level. Players can choose the levels in every order they want.

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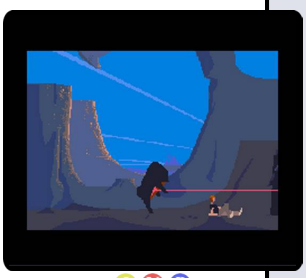
N P

7.2



J N P

## Out of This World

| | |
|---|---|
| **Developer** | Delphine Software |
| **Publisher** | Interplay |
| **Release date** | (us) November 1, 1992 |
| | (eu) May 27, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Another World, also known as Out of This World in North America and Outer World in Japan, is a 1991 cinematic platformer action-adventure game designed by Éric Chahi. The game tells a story of Lester, a young scientist who, as a result of an experiment gone wrong, finds himself in a dangerous alien world where he is forced to fight for his survival.

Rarity US: 1
Rarity EU: 2

5.5

N P

## Out to Lunch

| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) November, 1993 |
| | (eu) September, 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Pierre le Chef is touring the world preparing his dishes, but his ingredients have escaped and he must capture them. Pierre must watch out for bacteria, insects, and his arch-rival, Le Chef Noir. Noir, an evil chef jealous of Pierre's success, wants to ruin his career by releasing all of his gathered ingredients.

Rarity US: 5
Rarity EU: 5

5.7

N P

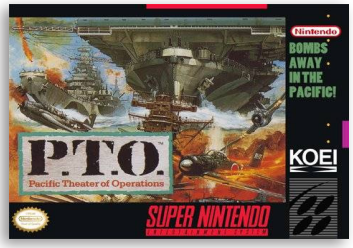
## Outlander

| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) April, 1993 |
| | (eu) 1993 |
| **Genre** | Action, Racing |
| **Mode** | 1 Player |

Outlander shares many similarities to the Mad Max film series, originally it was developed as The Road Warrior based on the Mad Max sequel, however near completion Mindscape lost the rights to the license and the title was changed to Outlander.

The player drives along a post-apocalyptic road in third-person view.

Rarity US: 2
Rarity EU: 7



Rarity US: 3

## P.T.O.: Pacific Theater of Operations

7.0

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) September, 1993 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

In this game, players can choose to be either Japan or the Allies. By managing the fleets and ordering new warships they can control many different sides of the conflict (Ship development, Base defense, Fleet arrangement, Direct battle control, Economic decisions).

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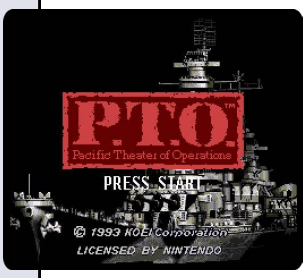


J N

Rarity US: 5

## P.T.O. II: Pacific Theater of Operations

8.3

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) December, 1995 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

Taking control of the naval forces of both USA and Japan, each side tries to outsmart each other. Naval forces can be equipped with new technology when it becomes available.

Whenever the Americans are about to win the game or they scored some victories, the game may have Adolf Hitler say some nasty words about the Allied Forces.

J N

Rarity US: 3
Rarity EU: 2

## Pac-Attack

6.8

| | |
|---|---|
| **Developer** | Namco, Now Production |
| **Publisher** | Namco |
| **Release date** | (us) October, 1993<br>(eu) 1993 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Pac-Attack, known in some European releases as Pac-Panic, is a puzzle game in the vein of Columns and Dr. Mario. It was adapted from Cosmo Gang the Puzzle, an arcade game released in the previous year.

The game got a "demake" on the iOS that uses graphics from the original Pac-Man arcade game in 2010.

N P

5.7

## Pac-In-Time

J N P

| | |
|---|---|
| **Developer** | Kalisto Entertainment |
| **Publisher** | Namco |
| **Release date** | (us) January, 1995 |
| | (eu) December, 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

This game was an offshoot from the normal variety of Pac-Man games, in that it does not confine Pac-Man to a maze-like board. Rather, the player controls Pac-Man through various side-scrolling levels, obtaining many different items along the way; the plot does take elements from the earlier Pac-Man games, such as the objective to collect a certain number of pellets before exitting a level.

Rarity US: 6
Rarity EU: 5

6.2

## Pac-Man 2: The New Adventures

J N P

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) September, 1994 |
| | (eu) 1994 |
| **Genre** | Adventure, Puzzle |
| **Mode** | 1 Player |

Pac-Man 2: The New Adventures, known in Japan as Hello! Pac-Man, is a side-scrolling adventure game "sequel" to Pac-Man. Instead of being a maze game like the majority of its predecessors, Pac-Man 2 incorporates light point-and-click adventure game elements.

Rarity US: 3
Rarity EU: 5

4.2

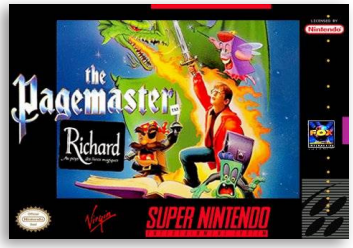
## Packy and Marlon

N

| | |
|---|---|
| **Developer** | Wave Quest |
| **Publisher** | Raya Systems |
| **Release date** | (us) June, 1995 |
| **Genre** | Edutainment, Platformer |
| **Mode** | 1 Player |

Packy & Marlon was designed to improve self-care behavior in children with juvenile diabetes. The game achieved some success with treatment groups. It is a part of educational video game series from Raya that includes Captain Novolin, Rex Ronan: Experimental Surgeon and Bronkie the Bronchiasaurus.

Rarity US: 7



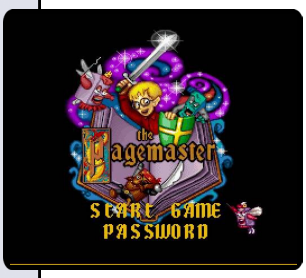
Rarity US: 2

## The Pagemaster

4.9

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Fox Interactive |
| **Release date** | (us) November, 1994 |
| | (eu) May 23, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Pagemaster game was released in conjunction with the 1994 film The Pagemaster. A character can be guided through a selection of literature genre-themed levels, ranging from horror to adventure and fantasy worlds. Magic can be used, and stomping enemies to death by jumping on their heads is permitted. Enemies include bats, flying books, giant hands, ghosts, pirates, and more.



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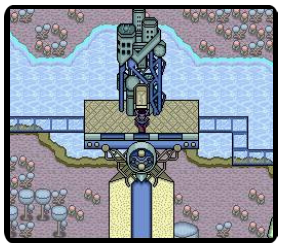


Rarity US: 5

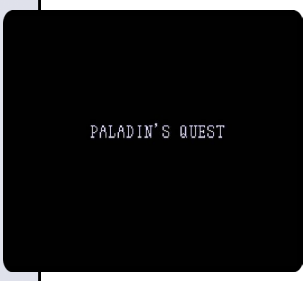
## Paladin's Quest

6.9

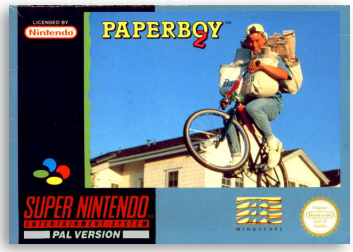
| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Enix, (jp) Asmik Corporation |
| **Release date** | (us) October, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Paladin's Quest is a Utopian/Dystopian science fantasy role-playing game. It was different from other role-playing games at the time, because when the player casts magic, it takes away HP instead of MP.

The game centers around a boy named Chezni who, on a dare, activates an ancient machine called Dal Gren and in doing so releases a being of immense power and evil.



J N



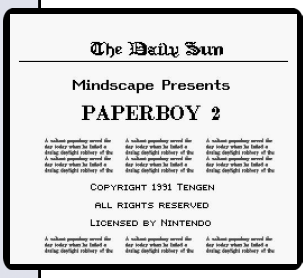

Rarity US: 2
Rarity EU: 5

## Paperboy 2

6.3

| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | Mindscape |
| **Release date** | (us) November, 1991 |
| | (eu) 1992 |
| **Genre** | Action |
| **Mode** | 1 Player |

The game was much like the original: the player controls a paperboy (or papergirl) who must navigate a bizarre series of obstacles, such as tires rolling down a driveway while a car is being repaired, or strange houses like a haunted house, while trying to deliver the morning paper to various customers on a street (though unlike its predecessor, papers had to be delivered to houses on both sides of the street).



N P

7.5

## Parodius: Non-Sense Fantasy

J P

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Palcom |
| **Release date** | (eu) January 1, 1992 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Parodius! From Myth to Laughter is a shoot'em up arcade game and is the second title in the Parodius series produced by Konami. The gameplay is stylistically very similar to the Gradius series, but the graphics and music are intentionally absurd.

This game is often mistaken as the original game of the series. The original game, Parodius: The Octopus Saves the Earth, was released for the MSX computer.

7.0

## The Peace Keepers

J N

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) March, 1994 |
| **Genre** | Beat 'em up, Fighting |
| **Mode** | 1-4 Players |

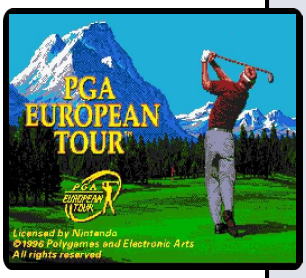
The Peace Keepers is the third game and final game in the Rushing Beat trilogy, following Rival Turf! and Brawl Brothers.

The game distinguishes itself from the rest of the series by shifting focus from the two main characters of the previous games. It also adds a variety of new features including new special attacks, branching gameplay paths and multiple endings.

Rarity US: 5

5.6

## PGA European Tour



N P

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) September, 1996<br>(eu) 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

European Tour is best thought of as a remake of the original game, rather than a sequel as such. It features 5 courses from across Europe, and 60 top European pros, rather than the US-leaned lineup of the original. The graphics are much more detailed and colorful, as one would expect considering the intervening years of advances in programming skill.

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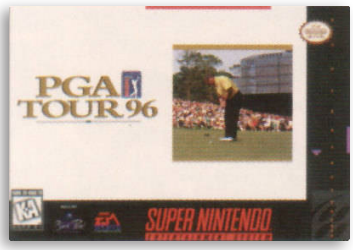
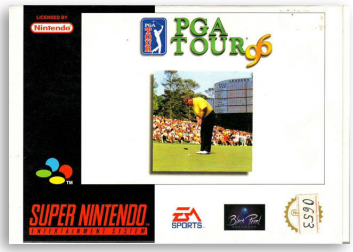
Rarity US: 1
Rarity EU: 7



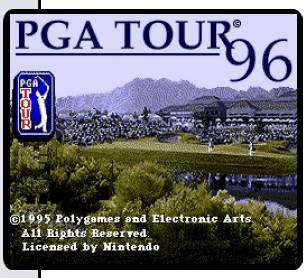

Rarity US: 3
Rarity EU: 5

## PGA Tour 96

7.1

| | |
|---|---|
| **Developer** | Electronic Arts |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) January, 1996 |
| | (eu) March 28, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

PGA Tour 96 has fewer courses and golfers than previous installments. The game features 10 professional golfers as playable or as CPU opponents: Brad Faxon, Lee Janzen, Tom Kite, Bruce Lietzke, Davis Love III, Mark O'Meara, Peter Jacobsen, Jeff Sluman, Craig Stadler, and Fuzzy Zoeller. The game has four modes: stroke play, match play, tournament mode, and practice mode.



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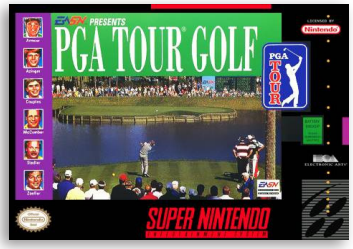


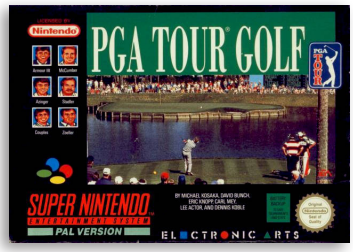


Rarity US: 1

## PGA Tour Golf

5.6

| | |
|---|---|
| **Developer** | Polygames |
| **Publisher** | EA Sports |
| **Release date** | (us) March 1, 1992 |
| | (eu) May 27, 1993 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

PGA Tour Golf introduced many of the conventions commonly seen in the genre since. The three-click control method (the first to start the swing, the second setting power and over-swing, the third setting draw or fade) allowed for a multitude of different shots, and required a sense of timing.

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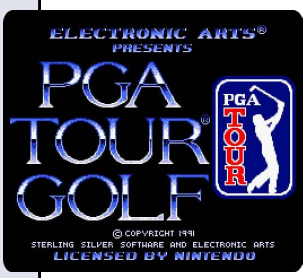


J N P

Rarity US: 1
Rarity DE: 7

## Phalanx

7.0

| | |
|---|---|
| **Developer** | Kemco |
| **Publisher** | Kemco |
| **Release date** | (us) October 1, 1992 |
| | (eu) 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Phalanx is infamous for the incongruous box art in its American release: it displays a bearded, elderly man dressed in overalls, wearing a fedora and playing a banjo while a futuristic spaceship flies in the background. The box art designers later admitted that they had deliberately chosen this theme in order to attract the customer with something original, considering there were many space shooters in the market that looked alike.

J N P

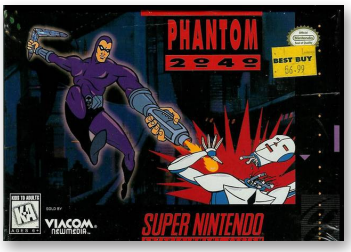
7.0

N P

## Phantom 2040

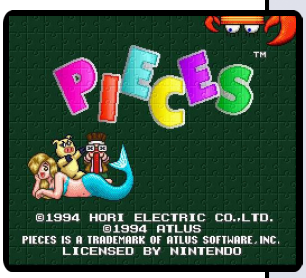
| | |
|---|---|
| **Developer** | Viacom New Media |
| **Publisher** | Viacom New Media |
| **Release date** | (us) June, 1995 |
| | (eu) November, 1995 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Phantom 2040 , based upon the animated television series Phantom 2040, follows primarily side-scrolling action elements. At several points in the storyline, players can make a direct choice about which path they take (in each case, the paths reconvene at the next chapter). Every choice the player makes results in a unique ending, meaning over 20 different endings are available.



Rarity US: 3

7.2

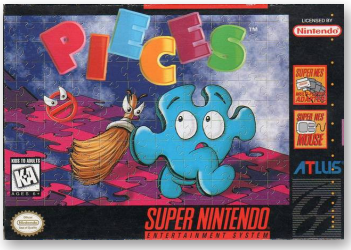


J N

## Pieces

| | |
|---|---|
| **Developer** | Hori Electric |
| **Publisher** | Atlus |
| **Release date** | (us) December, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-5 Players |

In the game, the player has to solve jigsaw puzzles. The player can either face a computer, or up to five human players. A few puzzles must be solved before the opponent solves his or her puzzles. If the player is quick enough, items will appear. These can do anything from guiding the puzzle pieces to freezing the opponent.



Rarity US: 7

7.2

J N P

## Pilotwings

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) August 23, 1991 |
| | (eu) January 21, 1993 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Pilotwings was developed by Nintendo's EAD division, led by producer Shigeru Miyamoto. The game is an amateur flight simulator game in which the player attempts to earn pilot licenses through lessons in light plane flight, hang gliding, skydiving, and the use of a rocket belt. Bonus stages and levels involving an attack helicopter are also available. Each event offers unique controls and gameplay mechanics.

Rarity US: 1
Rarity EU: 2

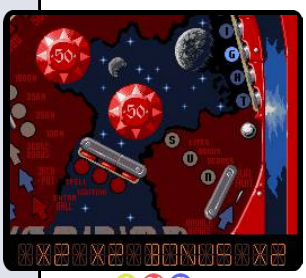
Rarity US: 6
Rarity EU: 5

## Pinball Dreams

6.5

| | |
|---|---|
| **Developer** | Spidersoft |
| **Publisher** | GameTek |
| **Release date** | (us) April, 1994 |
| | (eu) August 25, 1994 |
| **Genre** | Pinball |
| **Mode** | 1 Player |

The first in a line of pinball games originally by 21st Century and Digital Illusions, with four tables covering themes such as the wild west for Steel Wheel, space rockets for Ignition, a haunted graveyard for Nightmare and pop music for Beat Box.



J N P

Rarity US: 7
Rarity EU: 5

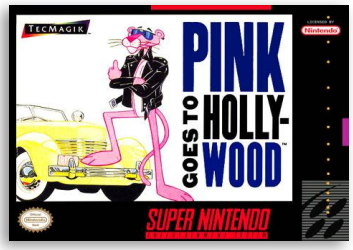
## Pinball Fantasies

7.0

| | |
|---|---|
| **Developer** | Spidersoft |
| **Publisher** | GameTek |
| **Release date** | (us) February 1995 |
| | (eu) February 1995 |
| **Genre** | Pinball |
| **Mode** | 1-4 Players |

After the success of Pinball Dreams on several systems, a sequel featuring four new tables was created. The gameplay is much the same as the first game, with realistic physics, multi-player options and a high score table to aim for. The tables are Partyland, Speed Devils, Billion Dollar Gameshow and Stones 'n' Bones, taking in a funfair, racing cars, a tacky game-show, and a graveyard.

N P



Rarity US: 1
Rarity EU: 8

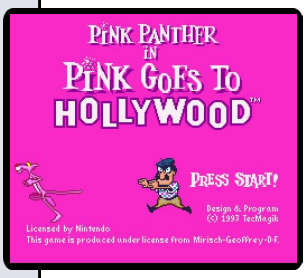
## Pink Goes to Hollywood

5.5

| | |
|---|---|
| **Developer** | Altron |
| **Publisher** | TecMagik |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Pink Goes to Hollywood is a licensed platformer. The game follows the Pink Panther's adventures across numerous film sets in Hollywood, trying to find fame and fortune while eluding the tenacious Inspector Clouseau.

The game was released on both the SNES and Genesis in late 1993.



J N P

# GAMETEK ARCADE

90%
**NINTENDO GAME ZONE**
"Games this playable should be banned"

# pinball DREAMS

**89% SUPER ACTION**
"This action is as fast as the real thing"

**92% GB ACTION**
"I played **Gator** until my fingers bled but this is in a different league"

**86% NMS**
"Fans seeking the nearest approximation of the real thing need look no further"

**93% VGS**
"What an excellent game to have in your pocket"

## GAMETEK
## SURE PLAYS A MEAN PINBALL

GAME BOY

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

Published by Gametek Ltd
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Rarity US: 6
Rarity DE: 7

## Pirates of Dark Water

6.7

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (us) May, 1994 |
| | (eu) 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Pirates of Dark Water is a "beat 'em up similar to Final Fight, with a slow but strong character (Ioz), a fast but weak character (Tula), and a well-balanced character (Ren). Each character has a life-draining Desperation Attack (spinning kick for Ren, ecomancer energy for Tula, and spinning punch for Ioz) and the ability to block - something not common in games of this genre.

N P

Rarity US: 2
Rarity EU: 5

## Pitfall: The Mayan Adventure

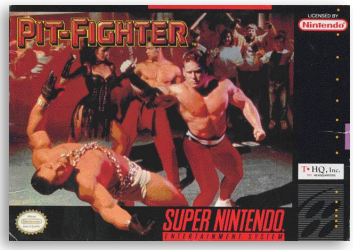
6.6

| | |
|---|---|
| **Developer** | Activision |
| **Publisher** | Activision |
| **Release date** | (us) November, 1994 |
| | (eu) November, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Pitfall: The Mayan Adventure is a sequel to Activision's 1982 Pitfall! for the Atari 2600, the player controls Pitfall Harry, Jr., son of the protagonist of the original game, as he attempts to rescue his father from a Mayan jungle setting.

On release, Famicom Tsūshin scored the Super Famicom version of the game a 30 out of 40.

J N P



Rarity US: 1

## Pit-Fighter

2.4

| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | THQ |
| **Release date** | (us) March 31, 1992 |
| | (eu) 1992 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Pit-Fighter is a 3rd-person fight game that features digitized graphics of real fighters and zooming effects. Players select one of three fighters to take on anyone who dares. At the conclusion of a match, players are individually awarded a Knockout Bonus, Brutality Bonus, and a Fight Purse. The last man standing is the winner of this three-knockdown match.

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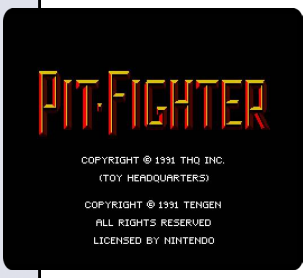


N P

7.2

J N P

## Plok

**Developer** Software Creations
**Publisher** Tradewest, (eu) Nintendo, (jp) Activision
**Release date** (us) September, 1993
(eu) January, 1994
**Genre** Platformer
**Mode** 1 Player

The game is a traditional platform game starring a character named Plok. Plok can launch any of his limbs at will to damage enemies. Once the damage has been done they return to Plok. Some puzzles involve having to "sacrifice" one of Plok's limbs to activate switches (thus gradually decreasing Plok's mobility and his chances in battle).

Rarity US: 2
Rarity EU: 2

7.6

J N P

## Pocky & Rocky

**Developer** Natsume
**Publisher** Natsume
**Release date** (us) June, 1993
(eu) August 19, 1993
**Genre** Adventure, Shooter
**Mode** 1-2 Players

Pocky & Rocky is an arcade-style scrolling shooter with an anime graphical style. It is the sequel to the 1986 arcade game KiKi KaiKai (unofficially released in North America as Knight Boy).

The game follows the adventures of a young Shinto shrine maiden named Pocky and her new companion, Rocky the Tanuki, trying to save a group of creatures.

Rarity US: 5
Rarity DE: 7

7.5

J N P

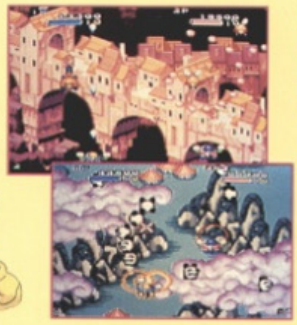
## Pocky & Rocky 2

**Developer** Natsume
**Publisher** Natsume
**Release date** (us) November, 1994
(eu) April, 1995
**Genre** Adventure, Shooter
**Mode** 1-2 Players

Pocky can use Player 2's character as a utility in various ways. Using "magic," she can force herself into her partner's mind and control their body for a short time, enabling unique abilities depending on who she possesses. Additionally, she can throw her partner at enemies to attack, doing massive damage to the enemy but temporarily killing the thrown character.

Rarity US: 7

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.



# Pop'n TwinBee

1 or 2 Players

**CVG 93%** Incredible gameplay and more features than you know what to do with.

**Super Action 92%** There is near-constant action throughout and never a glitch in sight.

**Game Zone 89%** Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI®

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

7.4

J P

## Pop'n TwinBee

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Palcom |
| **Release date** | (eu) November, 1993 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Pop'n Twinbee is the sixth game in the TwinBee and a direct follow-up to the arcade game Detana!! TwinBee (Bells & Whistles). The European version was published by Konami's Palcom Software division and was the first of three TwinBee games localized for the European market, followed by a Game Boy version of Pop'n TwinBee and the side-scrolling platform game Pop'n TwinBee: Rainbow Bell Adventures.

7.3

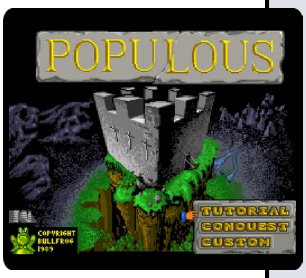
J P

## Pop'n TwinBee: Rainbow Bell Adventures

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (eu) 1994 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Rainbow Bell Adventures is a side-scrolling platform game, the first departure in a series of mostly vertically scrolling shooter games. All characters use their punch to attack, which can be charged to unleash a punch wave. They have two sets of weapons, one of them is either a short or long-ranged weapon, and the other one is a gun.

6.1



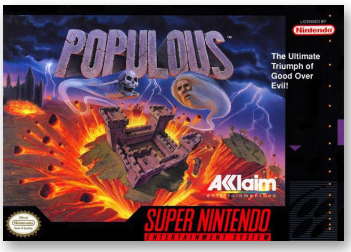
J N P

## Populous

| | |
|---|---|
| **Developer** | Bullfrog Productions |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) September 30, 1991 |
| | (eu) 1991 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Populous is a game designed by Peter Molyneux for Bullfrog, released originally for the Amiga in 1989, and is regarded by many as the first god game.

The main action window in Populous is viewed from an isometric perspective, and it is set in a "tabletop" on which are set the command icons, the world map and a slider bar that measures the level of the player's mana.



Rarity US: 1
Rarity EU: 2

Rarity EU: 5

## Populous II: Trials of the Olympian Gods

6.4

| | |
|---|---|
| **Developer** | Bullfrog Productions |
| **Publisher** | Imagineer |
| **Release date** | (eu) January 22, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Like its predecessor, Populous II is a god game, where the player is guiding his people in battle against the followers of an enemy god. Whereas Populous only generally alluded to undefined deities, Populous II is specifically set under the backdrop of Greek mythology. The player is a demigod, one of Zeus's countless children, and has to battle one Greek deity at a time.

J P

Rarity US: 2

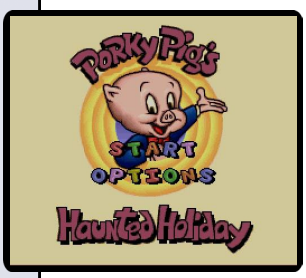
## Porky Pig's Haunted Holiday

6.1

| | |
|---|---|
| **Developer** | Phoenix Interactive Entertainment |
| **Publisher** | Acclaim Entertainment, SunSoft |
| **Release date** | (us) October, 1995 |
| | (eu) November, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Porky Pig's Haunted Holiday is a Side-scrolling platform game where the goal is to guide the main character, Porky Pig from the Warner Bros. cartoons, through his nightmares.

Notable graphical effects include parallax scrolling and a weather effect which means that every time the game is played the weather can be different.



N P

Rarity EU: 8

## Power Drive

7.5

| | |
|---|---|
| **Developer** | U.S. Gold |
| **Publisher** | Rage Software |
| **Release date** | (eu) April 27, 1995 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Power Drive is an arcade racing game based around rally driving. Handbrake turns and lurid powerslides are both possible, and the steering is suitably loose.

There are 3 types of stages - individual time-trials, head-to-head races against the computer, and some skill tests. There are 8 rounds of gameplay, set across countries ranging from Sweden to Kenya.

*"mobygames.com"*

P

7.2

## Power Instinct

J N

**Developer** Atlus
**Publisher** Atlus
**Release date** (us) December 31, 1994
**Genre** Fighting
**Mode** 1-2 Players

This was the first game in the Power Instinct serie. In it, players play as a member of the Goketsuji clan, who are battling to determine who will replace 78-year-old Oume Goketsuji as head of the clan. It has eight selectable characters and one unplayable boss character, Oume Goketsuji, a palette-swap of Otane. Originally, every character had a specific win quote for each defeated foe, but that was reduced to only one win quote for each character in the English version.

Rarity US: 6

4.6

## Power Moves

J N

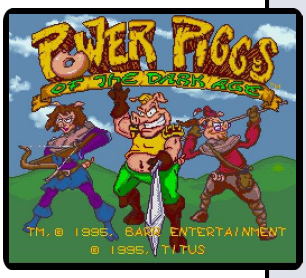
**Developer** Kaneko
**Publisher** Kaneko
**Release date** (us) January, 1993
**Genre** Fighting
**Mode** 1-2 Players

The gameplay is that of a traditional head-to-head fighting game. But unlike most games of its type, the single-player mode is limited to one character, Joe, who is the protagonist of the game. One of the game's most distinctive aspects is an RPG-like system which enables the player to boost Joe's various attributes, such as strength, speed and endurance. Another gimmick is the use of a two-plane fighting area (similar to that of SNK's Fatal Fury: King of Fighters).

Rarity US: 2

5.4

## Power Piggs of the Dark Age



N P

**Developer** Radical Entertainment
**Publisher** Titus Software
**Release date** (us) May, 1996
(eu) September 29, 1997
**Genre** Platformer
**Mode** 1 Player

The video game takes place during the Dark Ages. In control of a group of humanoid pigs, the player's object is to defeat a warlock named the Wizard of Wolff; a humanoid wolf with strange magical powers. Each of the Power Piggs was planned to use their own medieval weapon and uses it to defeat minor enemies that lie in his path. However, the actual released version of the game featured only one playable character, Bruno.

Rarity US: 6

Rarity US: 5
Rarity EU: 8

## Power Rangers Zeo: Battle Racers

5.8

N P

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Bandai |
| **Release date** | (us) September 17, 1996 |
| | (eu) 1996 |
| **Genre** | Vehicular combat |
| **Mode** | 1-2 Players |

The video game was based on the Zeo generation of Power Rangers. It featured Mode 7 graphics much like many of the SNES 'Kart' style games in the period. The game allowed for single-player or two-player split screen racing or battle mode. The game is often considered to be the only game based on the Zeo series.

Rarity EU: 5

## Powermonger

7.0

J P

| | |
|---|---|
| **Developer** | Bullfrog Productions |
| **Publisher** | Imagineer |
| **Release date** | (eu) December 31, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Powermonger is a real-time strategy game, derived from the Populous engine but presented using a 3-dimensional game map.

The player starts out on each map with a small number of soldiers, and maybe a few towns already under control. To win the map, the balance of power needs to be tipped completely to the player's side, by conquering all of the towns on the map, and killing captains.

Rarity US: 6
Rarity EU: 7

## Prehistorik Man

6.8

J N P

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) January, 1996 |
| | (eu) June 27, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Prehistorik Man is a platforming game, known in Japan as P-Man. It is a sequel to Prehistorik 2, featuring similar graphics but richer and different story, additional non-player characters which, among other things provide hints and a tutorial.

Famicom Tsūshin scored the Super Famicom version of Prehistorik Man a 27 out of 40.

5.9

N P

## Primal Rage

| | |
|---|---|
| **Developer** | Bitmasters |
| **Publisher** | Time Warner Interactive |
| **Release date** | (us) August 25, 1995 |
| | (eu) November, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Primal Rage takes place in a post-apocalyptic version of Earth called “Urth”. Players control one of seven large beasts that battle each other to determine the fate of the planet. Matches feature many of the conventions of fighting games from the era, including special moves and gory finishing maneuvers.

Rarity US: 2
Rarity EU: 2

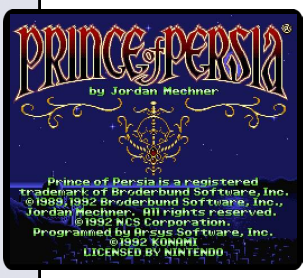
Rarity US: 1

## Prince of Persia

7.1

| | |
|---|---|
| **Developer** | Arsys Software |
| **Publisher** | Konami |
| **Release date** | (us) November, 1992 |
| | (eu) April 22, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Prince of Persia is a 1989 fantasy cinematic platformer originally developed and published by Brøderbund and designed by Jordan Mechner for the Apple II. In the game, players control an unnamed protagonist who must venture through a series of dungeons to defeat the Grand Vizier Jaffar and save an imprisoned princess.



J N P

Rarity US: 6
Rarity EU: 7

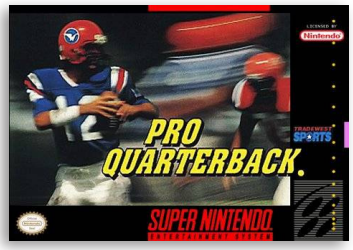
## Prince of Persia 2: The Shadow and the Flame

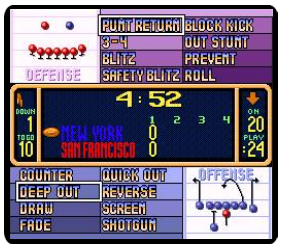
5.2

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) October, 1996 |
| | (eu) 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Similar to the first Prince of Persia, the character explores various deadly areas by running, jumping, crawling, avoiding traps, solving puzzles and drinking magic potions. Prince of Persia 2 is, however, more combat-heavy than its predecessor.

N P




Rarity US: 1

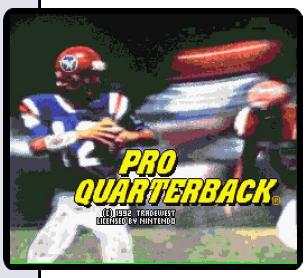
## Pro Quarterback

6.1

| | |
|---|---|
| **Developer** | Tradewest |
| **Publisher** | Tradewest |
| **Release date** | (us) December 31, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

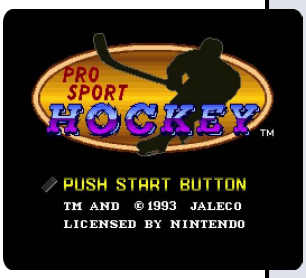
There are 27 unlicensed football teams in this game. Mode 7 was featured in the SNES version due to its ability to enhance the movement of the football.

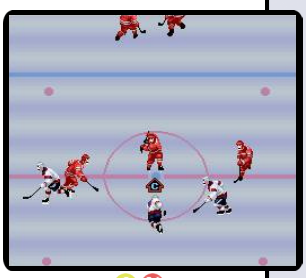
Players are in complete control of both the offense and the defense. However, the number of defensive plays is considerably lower than the number of offensive plays; encouraging players to specialize in offense.



N

7.5



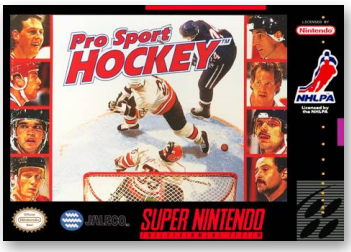
J N

## Pro Sport Hockey

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) February, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

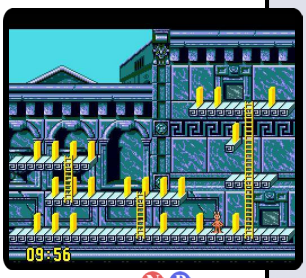
Each team uses the authentic NHL rosters from the 1992–93 NHL season; including all 24 then-current NHL teams and 288 professional hockey players.

An additional level of sponsorship from the NHLPA gave it an additional touch of legitimacy. There is also a practice and regular season mode. All the offensive and defensive plays are done as realistic as possible.



Rarity US: 3

6.9




N P

## Pushover

| | |
|---|---|
| **Developer** | Red Rat Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) December 31, 1992<br>(eu) 1992 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The game consists of 100 levels of increasing complexity over nine different themed worlds. Each level features several interconnected platforms holding a number of “dominoes”. The aim is to rearrange the dominoes, such that with a single push, all of the dominoes are toppled, thus opening the exit to the next level. There are 11 different types of domino, identified by red and yellow patterns, each with different actions.

Rarity US: 8

5.7

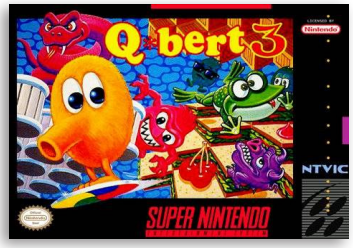
P

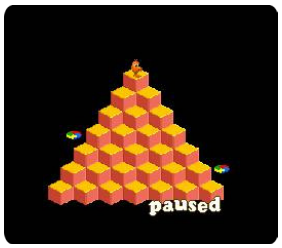
## Putty Squad

| | |
|---|---|
| **Developer** | System 3 |
| **Publisher** | Ocean Software |
| **Release date** | (eu) December 31, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Putty Squad is a platform game in which the player controls an amorphous blue blob, tasked with rescuing imprisoned putties. The player’s putty can stretch in a variety of ways: sidewards to cover ground faster, squash flat to absorb pick-up items, stretch upwards to climb, morph a fist to attack, or inflate to float upwards.

The game was also released on PS4 on March 2014, receiving negative reviews for its graphics.




Rarity US: 7

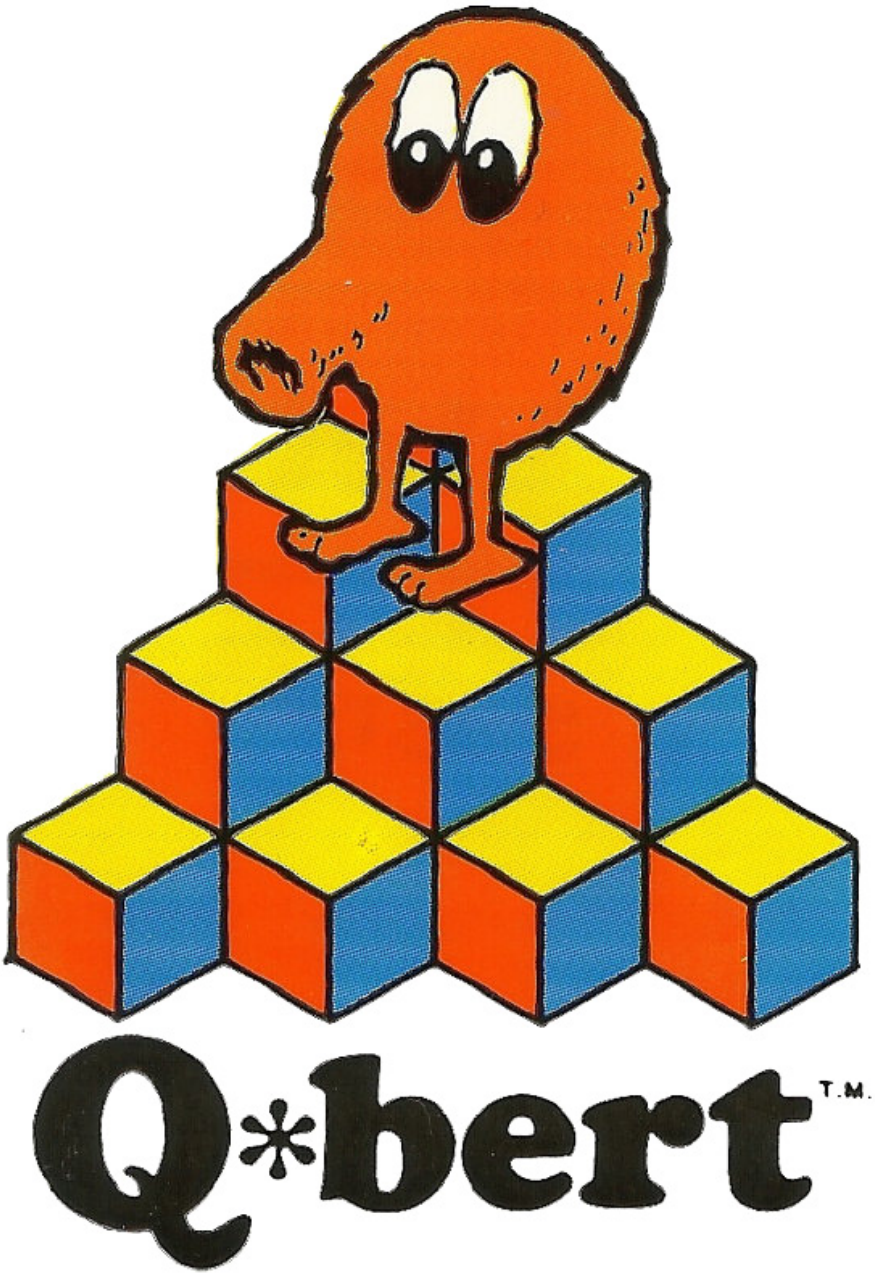
## Q*bert 3

5.8

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | NTVIC |
| **Release date** | (us) October, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Q*bert 3 for the SNES was also developed by Realtime Associates and released in 1992. Jeff Lee, creator of the Q*bert character, also worked on the graphics for this game. Q*bert 3 features gameplay similar to the original, but like the GameBoy game, it has larger levels of varying shapes. In addition to enemies from the first game, it introduces several new enemies (Frogg, Top Hat, and Derby).

J N



3.1

## Race Drivin'

N P

| | |
|---|---|
| **Developer** | Argonaut Games |
| **Publisher** | THQ |
| **Release date** | (us) October 1, 1992<br>(eu) 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Race Drivin' is a driving arcade game sequel (to 1989's Hard Drivin') that invites players to test drive several high-powered sports cars on stunt and speed courses. The game was part of a new generation of games that featured 3D polygon environments. Unlike most racing games of its time, it attempted to model real world car physics in the simulation of the movement of the players car.

Rarity US: 5

5.6

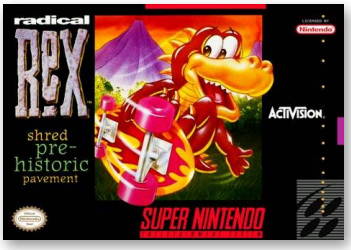
## Radical Rex

N P

| | |
|---|---|
| **Developer** | Laser Beam Entertainment |
| **Publisher** | Activision |
| **Release date** | (us) October, 1994<br>(eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

The game stars Radical Rex, a skateboarding, fire-breathing Tyrannosaurus rex. He must save his land, and his girlfriend Rexanne, from an evil magician named Sethron.

Rex has a few abilities, including a roar that kills or hurts all enemies on screen, a fire breath which can temporarily immobilize enemies, and a bubble spray.



Rarity US: 6
Rarity EU: 8

6.6

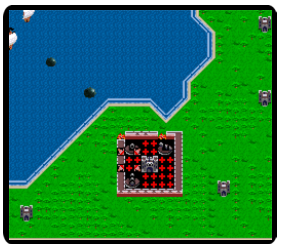
## Raiden Trad

J N

| | |
|---|---|
| **Developer** | Seibu Kaihatsu, Toei, Micronics |
| **Publisher** | Electro Brain |
| **Release date** | (us) April 1, 1992 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Raiden Trad is the home console version of the Arcade vertical shoot 'em up Raiden. Though the SNES version suffers due to supervision by notorious developers-for-hire Micronics, the Genesis version is acceptably close to the original source material despite a few necessary drops in sound and visual quality. The FM Towns version is thought to have the best fidelity of all the versions of Raiden Trad, but like the console itself was never released outside of Japan.

Rarity US: 2



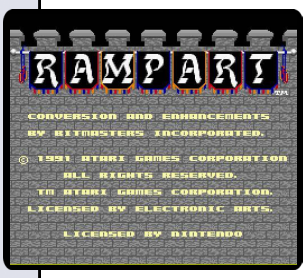
Rarity US: 1

## Rampart

7.0

| | |
|---|---|
| **Developer** | Bitmasters |
| **Publisher** | Electronic Arts |
| **Release date** | (us) August 1, 1992 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

In Rampart, the player is in control of a set of castles, which they must defend, by alternately shooting at attacking ships, and repairing any damage done to them within a time limit. Surrounding this castle is a wall, made up of small blocks, completely surrounding a region of the board. This area is considered the player's territory, and it may contain one or more castles, and any number of cannons. The maintenance of this territory is the primary focus of the game.



N

Rarity US: 7

## Ranma ½: Hard Battle

6.2

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | DTMC |
| **Release date** | (us) November 1993<br>(eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Ranma ½: Hard Battle is a 2-D fighting game based on the anime and manga series Ranma ½. Hard Battle is the second Ranma ½ game to be translated into English, this time keeping the original graphics, music, and names of the characters. The game has three modes of play: standard tournament mode, a two-player competitive mode, and a two-player five-character team challenge mode.

J N P

Rarity US: 3

## Rap Jam: Volume One

2.2

| | |
|---|---|
| **Developer** | 64WD Creation |
| **Publisher** | Motown Games |
| **Release date** | (us) January 31, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Rap Jam: Volume One is a basketball game for the SNES in which the players are rap and hip-hop artists. The game is played on an urban basketball court, with fisticuffs and no foul calls. There is an exhibition mode and a tournament mode.

Despite the Volume One moniker this was the only installment released. There was never a Volume Two in either completed or prototype form.

N

5.8

N P

## Realm

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) December, 1996 |
| | (eu) February 27, 1997 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Realm takes place in the futuristic year of 5069 with the player being in control of a young Biomech cyborg. An alien invasion has devastated the entire planet of Earth; killing almost every human being and devastating its cities. Earth's last hope is a cyborg that travels through five levels (realms) to defeat the enemies with laser weapons and other Space Age guns and save what's left of humanity.

Rarity US: 6
Rarity EU: 8

4.8

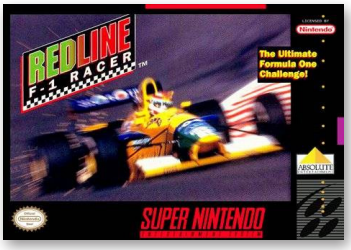
J N P

## Redline F-1 Racer

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

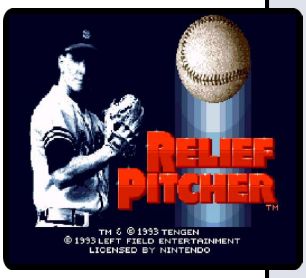
Aguri Suzuki F-1 Super Driving, released as Redline F-1 Racer in North America and in Europe, is a Formula One simulator. The game is named after the Japanese Formula 1 driver Aguri Suzuki.

Everything from treacherous right turns to gasoline is simulated as the player tries to win the FIA World Drivers' and Constructors' Championships.



Rarity US: 3
Rarity EU: 8

6.5

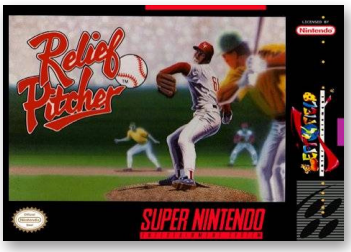


N

## Relief Pitcher

| | |
|---|---|
| **Developer** | Left Field Productions |
| **Publisher** | Left Field Productions |
| **Release date** | (us) May 31, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Relief Pitcher is a baseball game originally released for video arcades. There are two modes to this game: players can either be the starting pitcher; which is a full 9-inning game for either one or two players or they can be the relief pitcher and do a 12-game season for one player only. An additional relief pitcher mode allows a best of 7 World Series type of play for two players.



Rarity US: 7

Rarity US: 6

## The Ren & Stimpy Show: Buckaroo$!

4.4

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | THQ |
| **Release date** | (us) April, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In the game, players control Ren & Stimpy through various side scrolling levels which are based on different episodes of the cartoon show. Episodes the levels are based on are Space Madness, Out West, and Robin Hoek.

*"mobygames.com"*

N

Rarity US: 7

## The Ren & Stimpy Show: Fire Dogs

4.4

| | |
|---|---|
| **Developer** | Argonaut Games |
| **Publisher** | THQ |
| **Release date** | (us) June, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Ren & Stimpy Show: Fire Dogs derives from "Fire Dogs" (1991), the eighth installment in the cartoon series The Ren & Stimpy Show, created by Canadian animator John Kricfalusi.

While navigating a multi-storied fire station, Stimpy must elude firefighters and fetch various items with which to equip a fire apparatus within the time limit.

N

Rarity US: 3
Rarity EU: 8

## The Ren & Stimpy Show: Time Warp

4.1

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | THQ |
| **Release date** | (us) November, 1994 |
| | (eu) November, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The Ren & Stimpy Show: Time Warp is the seventh video game based on the cult TV animated show of the same name and the third for the Super Nintendo. Up to two players can control Ren and Stimpy as they make their way across various stages to complete objectives.

*"giantbomb.com"*

N P

5.1

N P

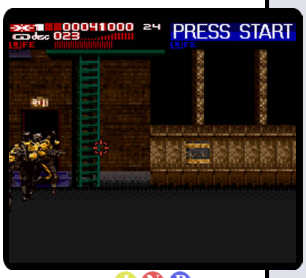
## The Ren & Stimpy Show: Veediots!

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | THQ |
| **Release date** | (us) October, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Ren & Stimpy Show: Veediots! is the first SNES video game based on Nickelodeon's Ren and Stimpy franchise. The game presents several different scenarios, like episodes of the show, featuring either Ren or Stimpy as the playable character and the player proceeds through them, occasionally achieving optional objectives and solving minor puzzles.

Rarity US: 1
Rarity EU: 8

4.5




J N P

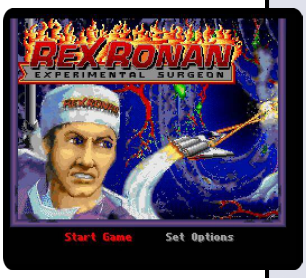
## Revolution X

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) December, 1995 |
| | (eu) 1995 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Revolution X is an arcade rail shooter game originally developed and published by Midway, featuring the rock band Aerosmith. It features gameplay similar to Midway's earlier Terminator 2: Judgment Day. In the game, players battle the oppressive New Order Nation regime and their leader Helga, who have abducted Aerosmith. Players use a mounted gun to control on-screen crosshairs and shoot enemies.

Rarity US: 1

2.5



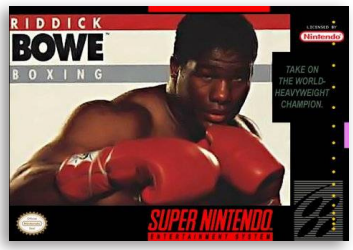
N

## Rex Ronan: Experimental Surgeon

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Raya Systems |
| **Release date** | (us) May, 1994 |
| **Genre** | Edutatinment, Action |
| **Mode** | 1 Player |

Rex Ronan: Experimental Surgeon teaches players about the hazards of smoking tobacco cigarettes. The initial development of the game received support from the US Agency for Healthcare Research and Quality. It is a part of educational video game series from Raya that includes Captain Novolin, Packy and Marlon and Bronkie the Bronchiasaurus.

Rarity US: 7



Rarity US: 1
Chavez: 6

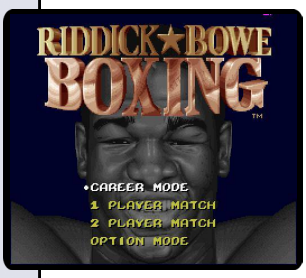
## Riddick Bowe Boxing

6.0

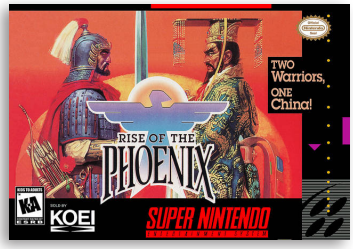
| | |
|---|---|
| **Developer** | Malibu Interactive |
| **Publisher** | Extreme Entertainment Group |
| **Release date** | (us) January, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Riddick Bowe Boxing is a multiplatform boxing game. The game is virtually identical to Evander Holyfield's "Real Deal" Boxing, apart from the fighters included and the style of the graphics.

The game was released in Mexico and, partially, in American Southwest states as Chavez and starred Julio César Chávez instead of Riddick Bowe. It was identical except for the fact that the Spanish language is used.



J N



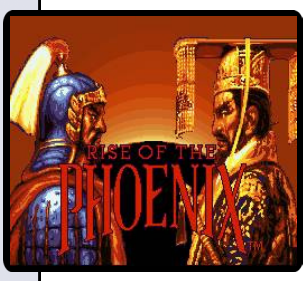
Rarity US: 6

## Rise of the Phoenix

7.6

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) February, 1995 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

The gameplay and control are quite unlike the similarly themed Romance of the Three Kingdoms or Nobunaga's Ambition series. The commands are set in four weeks during one month. The player must first choose the "planning" stage where they can decide to improve their cities or make allies. The next week is called the "Action" stage where the player choose where to move their armies.



J N

Rarity US: 2
Rarity EU: 1

## Rise of the Robots

2.8

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) December, 1994 |
| | (eu) January 26, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The game is very similar in style and gameplay to other fighting games popular at the time, such as Street Fighter II and Mortal Kombat, but with pre-rendered 3D sprites rather than pixel art or digitized sprites. The game's characters, including the player, are all robots, and the plot borrowed heavily from the cyberpunk genre, specifically such movies as Blade Runner, Metropolis, RoboCop and The Terminator.

J N P

6.1

J N P

## Rival Turf!

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) December 23, 1992<br>(eu) 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Rival Turf! is the first installment in the Rushing Beat trilogy, which also includes Brawl Brothers and The Peace Keepers, although the games were localized as unrelated titles in North America.

The player controls one of two characters: Jack Flak or "Oozie" Nelson in a one or two player mode, to defeat a plethora of enemies.

Rarity US: 2
Rarity EU: 7

4.1

N P

## Road Riot 4WD

| | |
|---|---|
| **Developer** | Equilibrium |
| **Publisher** | THQ |
| **Release date** | (us) November 1, 1992<br>(eu) 1992 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Players control four-wheel drive dune buggies equipped with weapons. After conquering the basic track, players will have to navigate through 11 additional tracks in order to win the championship. The locations are Saudi Arabia, Iowa, Africa, Swiss Alps, Baja Mexico, Antarctica, Ohio, Las Vegas, New Jersey, California and Australia. A player has to beat three vehicles in order to win the race.

Rarity US: 5

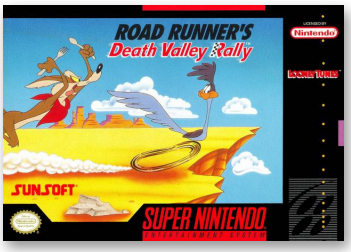
5.7

J N P

## Road Runner's Death Valley Rally

| | |
|---|---|
| **Developer** | ICOM Simulations |
| **Publisher** | SunSoft |
| **Release date** | (us) November, 1992<br>(eu) September 30, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player controls Road Runner, who is to be guided across a series of levels to cross the finish mark, while avoiding Coyote and his contraptions. Coyote has a unique method of ambush for every level, ranging from the Acme BatMan outfit to explosives, and for every level there is a cutscene of the contraption failing once the player crosses the finish mark.



Rarity US: 1

Rarity US: 2

## RoboCop 3

4.7

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) September 1, 1992 |
| | (eu) November, 1992 |
| **Genre** | Platformer, Shooter |
| **Mode** | 1 Player |

RoboCop 3, based on the movie of the same name, is also a traditional single-player side-scrolling game. It was developed by Ocean Software and had what many considered to be extremely difficult gameplay. It was largely critically panned upon release.

Flying Edge would later publish this version to the different Sega consoles.

N P

Rarity US: 2
Rarity EU: 7

## RoboCop Versus The Terminator

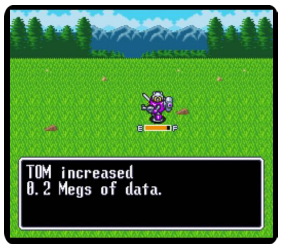
6.6

| | |
|---|---|
| **Developer** | Interplay |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Action |
| **Mode** | 1 Player |

In the game players control Robocop who may move across the screen, jump, fire and exchange weapons. Beginning the game on a mission of law enforcement, he soon meet up with Flo and must engage in battle against Terminators, the forces of OCP and several obstacles.

*"mobygames.com"*

N P



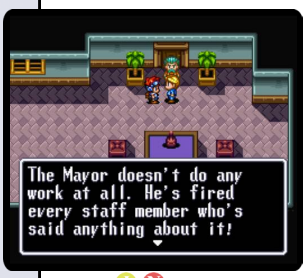

Rarity US: 5

## Robotrek

7.5

| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Enix |
| **Release date** | (us) October 1, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Robotrek, released under the title of Slapstick, is a role-playing game. As its Japanese name implies, Robotrek was intended as a humorous game. Designed to appeal to a younger audience, Robotrek's main focus is on allowing the player to raise up to three robots which are built from spare parts that may be found, gained through battles, or generated by the player by means of the game's item combination system.




J N

8.0

J N P

## Rock n' Roll Racing

| | |
|---|---|
| **Developer** | Silicon & Synapse |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) June 4, 1993 |
| | (eu) March 31, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Rock n' Roll Racing was initially developed as "RP-MII", a sequel to the company's SNES game RPM Racing. At the end of the project, Interplay marketing added licensed music and changed the name to Rock n' Roll Racing. It is also similar in gameplay to Racing Destruction Set where it got its logic/AIi engine and the NES game R.C. Pro-Am developed by Rare in 1988.

Rarity US: 3

3.7

J N

## The Rocketeer

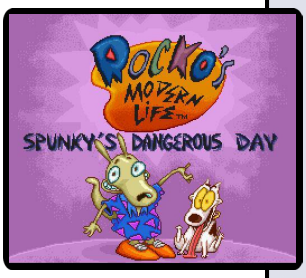
| | |
|---|---|
| **Developer** | NovaLogic |
| **Publisher** | NovaLogic |
| **Release date** | (us) May 1, 1992 |
| **Genre** | Action |
| **Mode** | 1 Player |

Based on the Dave Stevens' original comic book series and the movie made by the Walt Disney Company. Players participate in several action sequences that mimic the same sequences in the movie, like racing a plane, a shootout in a warehouse, and hand-to-hand combat on top of a flying blimp.

*"mobygames.com"*

Rarity US: 1

5.1

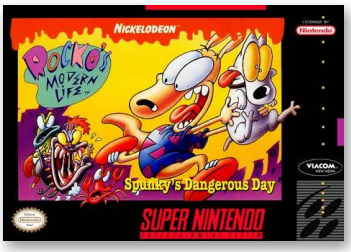


N

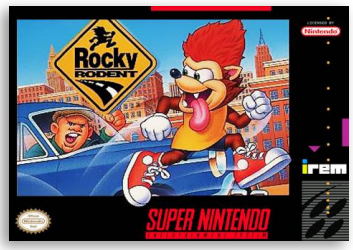
## Rocko's Modern Life: Spunky's Dangerous Day

| | |
|---|---|
| **Developer** | Viacom New Media |
| **Publisher** | Viacom New Media |
| **Release date** | (us) April 1, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is played as a two-dimensional side-scrolling platform game, and the player controls Rocko. Rocko's goal in every level is to keep Spunky safe from danger. This means activating platforms and switches at specific times, as well as feeding Spunky certain items and defeating enemies in the way.



Rarity US: 5



Rarity US: 3

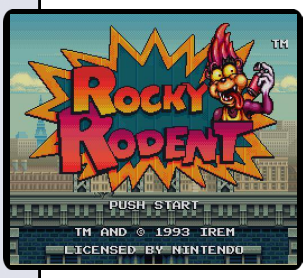
## Rocky Rodent

7.4

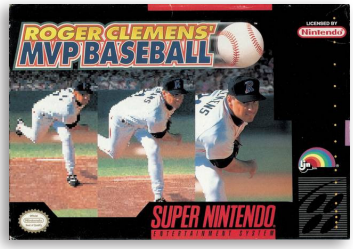
| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (us) September, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

When Rocky begins eating at Pie Face Balboa's restaurant, he unintentionally eats an envelope with Balboa's protection money. As a result, mobsters take Balboa's daughter. Balboa asks Rocky to rescue his daughter.

As Rocky Rodent, the player plays a rodent who must use four various hairstyles to rescue the daughter of the owner of Rocky's favorite eatery. Rocky Rodent is a platform game with six levels with multiple stages.



J N



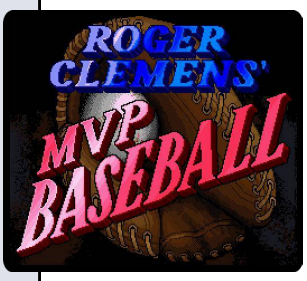
Rarity US: 1

## Roger Clemens' MVP Baseball

5.9

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | LJN |
| **Release date** | (us) September 12, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

All of the ballplayers have the likenesses and abilities of the 1991 Major League Baseball players they represent. However, since the game is not licensed by the MLBPA, the only player whose name appears in the game is, of course, AL Cy Young Award Winner Roger Clemens. The 26 teams featured in the game correspond to the 1991 MLB teams as well, though team nicknames have been changed due to the lack of an MLB license as well.



J N

Rarity US: 3

## Romance of the Three Kingdoms II

7.6

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) May 1, 1992 |
| **Genre** | Strategy |
| **Mode** | 1-12 Players |

The second game based on the historical novel Romance of the Three Kingdoms. Upon starting the game, players choose from one of six scenarios that determine the initial layout of power in ancient China. The scenarios loosely depict allegiances and territories controlled by the warlords as according to the novel, although gameplay does not follow events in the novel after the game begins.

J N

7.8

J N

## Romance of the Three Kingdoms III: Dragon of Destiny

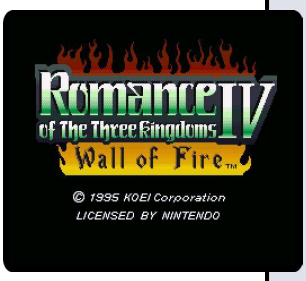
| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) December 1, 1993 |
| **Genre** | Strategy |
| **Mode** | 1-4 Players |

Romance of the Three Kingdoms III: Dragon of Destiny is another strategy game by Koei. The concept is the same here as in Koei's other wargames: conquer everything.

In this case the historical setting is ancient China. The country is under the control of one Emperor, but all of the faction leaders want to be the emperor themselves.

Rarity US: 3

7.3



J N

## Romance of the Three Kingdoms IV: Wall of Fire

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (us) July 1, 1995 |
| **Genre** | Strategy |
| **Mode** | 1-8 Players |

The Three Kingdoms era of Chinese history is the setting for this strategic war game. Players select one of 38 leaders and guide their people to power by military or diplomatic means in an isometrically viewed world. Military tactics such as well-placed taunts and deliberate enemy confusion are on offer. Weaponry includes catapults and automatic-firing crossbows.

Rarity US: 3

5.7

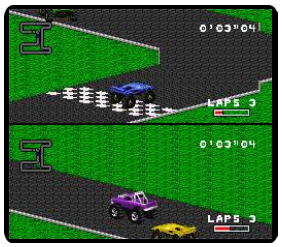
J N

## RPM Racing

| | |
|---|---|
| **Developer** | Silicon & Synapse |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) November 1, 1991 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

RPM was a successful remake of the Commodore 64 program Racing Destruction Set, developed by Electronic Arts in 1985. It claims to be the first American-developed game for the SNES.

In the game, players can race in a regular season, a single race, and even get to create their own course. The courses can be straight and oval like NASCAR, or curvy and flat like Formula One.




Rarity US: 2

Rarity US: 5
Rarity FR: 7

## R-Type III: The Third Lightning

8.1

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Jaleco, (jp) Irem |
| **Release date** | (us) August 2, 1994<br>(eu) 1994 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

R-Type III was the first game in the series to introduce new Forces. As well as the original Force, the player could choose from two other Forces: the Shadow Force and the Cyclone Force. These both had new, different weapon sets and special enhancements.

J N P

Rarity US: 5
Rarity EU: 7

## Run Saber

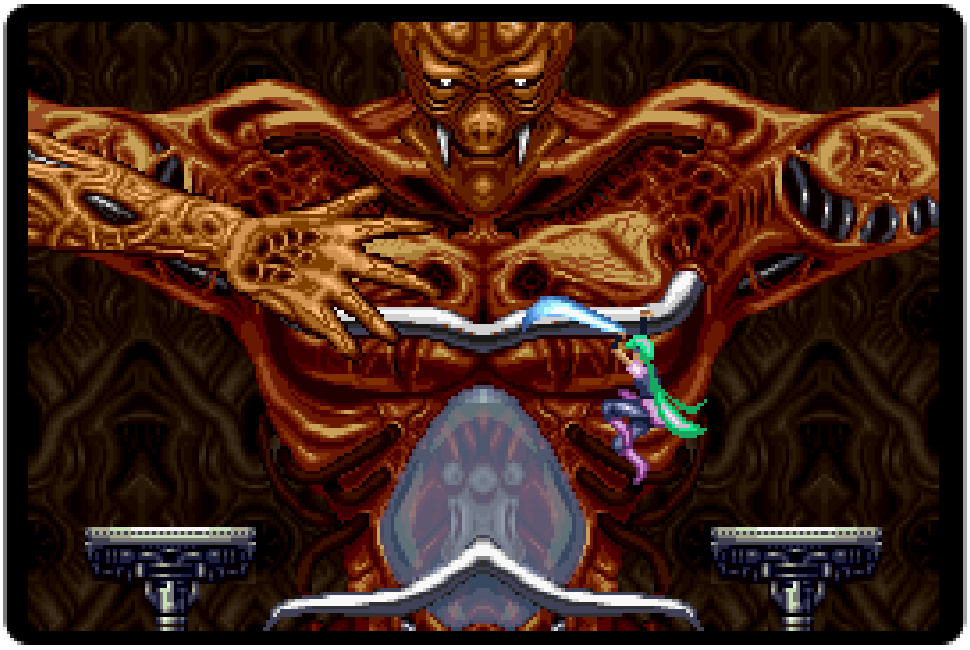
7.5

| | |
|---|---|
| **Developer** | Hori Electric |
| **Publisher** | Atlus |
| **Release date** | (us) June 8, 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1-2 Players |

Run Saber features side-scrolling fighting as the two main heroes, Allen and Sheena, the Run Sabers, fight to save the planet. The gameplay is very similar to Strider.

After choosing either the male character, Allen, or the female character, Sheena, the player is sent to five different levels around a fantastical Earth.

N P



7.2

## Sailor Moon

J N

**Developer** Angel
**Publisher** Bandai, (jp) Angel
**Release date** (eu) December 31, 1994
**Genre** Beat 'em up
**Mode** 1-2 Players

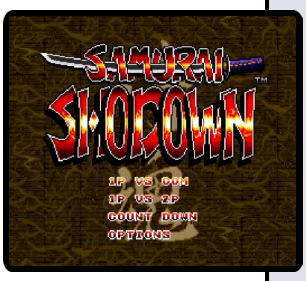
The game is set in the first series of Sailor Moon, and the player takes control of one or two of the five heroines. Each Sailor Soldier has some sequences of blows, three aerial attacks and a special charge-up projectile.

The enemies are mostly the youma of the Dark Kingdom that appeared in the anime, but if more than one of the same kind appears at once, the others are coloured differently (a common device for this genre of games).

Rarity FR: 7

7.1

## Samurai Shodown



J N P

**Developer** Takara
**Publisher** Takara
**Release date** (us) September 14, 1994
(eu) 1994
**Genre** Fighting
**Mode** 1-2 Players

Samurai Shodown, originally released by SNK for Neo Geo, was among the first fighting games that modified the classic Street Fighter II formula and chose a different fighting system and many gameplay and graphical deviations (including the then revolutionary Neo-zoom effect, first seen in Art of Fighting). The game was the first one on one weapon fighting game in the history giving birth to the entire genre.

Rarity US: 3

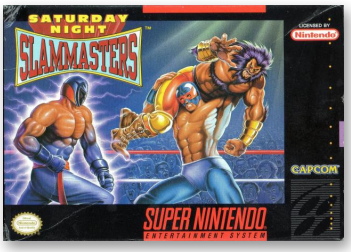
7.7

## Saturday Night Slam Masters

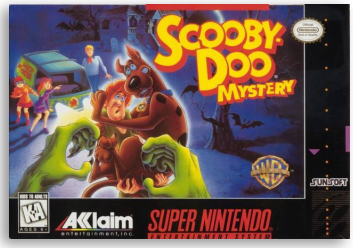
J N P

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) June, 1994
(eu) 1994
**Genre** Sports
**Mode** 1-4 Players

Saturday Night Slam Masters, a arcade wrestling game, features character designs by manga artist Tetsuo Hara, famous for Fist of the North Star. The SNES port retains the Team Battle Royale mode (which can be played with the multitap for up to four players) In contrast to the arcade version, which only used Tetsuo Hara's artwork for promotional illustrations, the SNES game use Hara's actual artwork in the game.



Rarity US: 1



Rarity US: 3

## Scooby-Doo Mystery

6.0

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November 30, 1995 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Scooby-Doo Mystery is an adventure game with platforming elements. The player controls Shaggy Rogers, who is followed by Scooby-Doo. The object of the game is to find clues to solve each of the four mysteries in the game. These clues can be obtained by finding them in the open, completing a specific task, or having Scooby "sniff out" hidden clues in each area. In addition, the player must avoid hazards such as creatures, falls from high areas, or the main monster.

N

Rarity US: 6
Rarity EU: 7

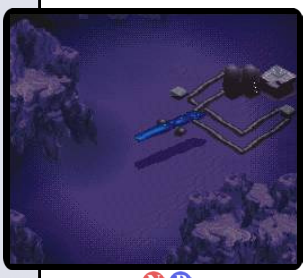
## SeaQuest DSV

6.4

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Malibu Games |
| **Release date** | (us) January 1995 |
| | (eu) July 27, 1995 |
| **Genre** | Strategy, Shooter |
| **Mode** | 1 Player |

seaQuest DSV is a real-time simulator/strategy game depiction of the seaQuest DSV television series. The player takes the role of the captain of the submarine seaQuest DSV 4600, and is tasked with carrying out a series of missions in a series of levels, divided up as "ocean quadrants".

Nintendo Power gave the game a 3.2/5 rating.



N P

Rarity US: 2
Rarity EU: 2

## Secret of Evermore

7.8

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square, (eu) Nintendo |
| **Release date** | (us) October 1, 1995 |
| | (eu) February 22, 1996 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The story of Secret of Evermore follows a boy and his pet dog as they are inadvertently transported to a fantasy world created by an eccentric inventor. The player guides both the boy and his shapeshifting dog through Evermore, a world that is composed of separate realms, each resembling a different period of real-world history. Despite similar game mechanics and a similar title, it is not an entry in the Mana Series.

N P

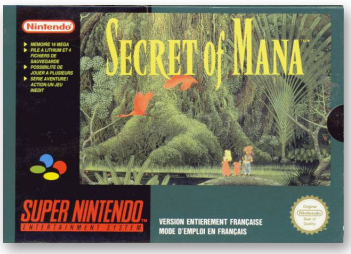
8.5

## Secret of Mana

J N P

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (us) October 3, 1993<br>(eu) November 24, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1-3 Players |

Secret of Mana is the sequel to the 1991 game Seiken Densetsu, released as Final Fantasy Adventure and Mystic Quest, and it was the first Seiken Densetsu title to be marketed as part of the Mana series rather than the Final Fantasy series. Set in a high fantasy universe, the game follows three heroes as they attempt to prevent an empire from conquering the world with the power of an ancient flying warship.




Rarity US: 2
Rarity EU: 2

6.7

## Secret of the Stars

J N

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) July, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

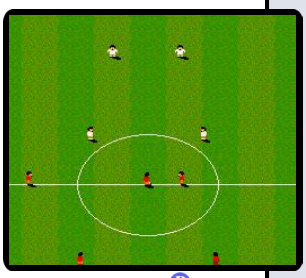
Secret of the Stars uses a turn-based RPG battle system where actions in battle are selected through a menu and actions are presented at the end of the turn. Gameplay switches between two parties throughout the game and certain areas are inaccessible without the right party.

The game received moderately positive reviews. On release, Famicom Tsūshin scored the game a 19 out of 40.

Rarity US: 6

6.2

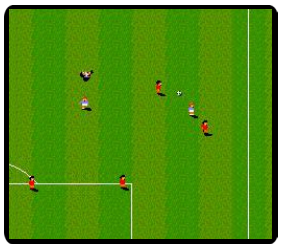
## Sensible Soccer



P

| | |
|---|---|
| **Developer** | Sensible Software |
| **Publisher** | Renegade Software |
| **Release date** | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Sensible Soccer, often affectionately known as Sensi, is an association football video game series which was highly popular in the early 1990s and which still retains a cult following. The SNES version is a slightly improved version of Sensible Soccer for Amiga, including red and yellow cards. The game are based on Sensible Soccer 92/93, but are simply named Sensible Soccer.



Rarity US: 2
Rarity EU: 3

## Shadowrun

7.9

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Data East, (eu) Laser Beam Entertainment |
| **Release date** | (us) May 1, 1993 |
| | (eu) August, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The game is loosely based on the novel Never Deal with a Dragon by Shadowrun co-creator Robert N. Charrette and set in the year 2050. The player takes on the role of Jake Armitage, a man suffering from amnesia after having been critically wounded by assassins. The plot then follows Jake as he attempts to uncover his own identity and the identity of the mysterious figure who wants him dead.

J N P

Rarity US: 5
Rarity EU: 8

## Shanghai II: Dragon's Eye

7.3

| | |
|---|---|
| **Developer** | Hot-B |
| **Publisher** | Activision |
| **Release date** | (us) February, 1993 |
| | (eu) 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shanghai II: Dragon's Eye is the sequel to the computer game, Shanghai: Dragon's Eye, which is a Mahjong Solitaire game. It follows the usual rules of Shanghai/Mahjong Solitaire, presenting mahjong tiles in various configurations of the player's choosing. The player can also choose to change the traditional Chinese symbols/characters to alternative characters, such as playing cards.

J N P

Rarity US: 1

## Shaq Fu

3.8

| | |
|---|---|
| **Developer** | Delphine Software International |
| **Publisher** | Electronic Arts |
| **Release date** | (us) October 28, 1994 |
| | (eu) 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Shaq Fu, a 2D fighting game, features former professional basketball player Shaquille O'Neal (also known as Shaq) as a playable character.

Shaq Fu was met with mixed responses from critics upon release, though it has since come to be considered one of the worst video games of all time. A sequel, Shaq Fu: A Legend Reborn, is in development.

N P

7.0

J N

## Shien's Revenge

| | |
|---|---|
| **Developer** | Almanic |
| **Publisher** | Vic Tokai, (jp) Dynamic Kikaku |
| **Release date** | (us) October, 1994 |
| **Genre** | Shooter, Light-gun |
| **Mode** | 1 Player |

Shien's Revenge is played from a first-person viewpoint as the player aims a cursor at enemies to either throw shurikens or slash with a kunai dagger. There are six long levels, each with scaling bosses that nearly fill the screen. A set of candles indicates the Shien's life meter. The game uses the SNES Mouse or a light gun as optional controllers and includes a password save option which allows players to continue their journey at a later time.

Rarity US: 7

6.9

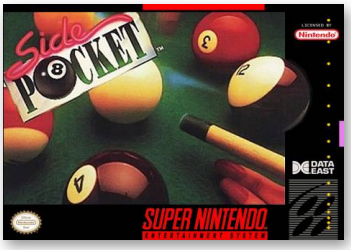
J N P

## Side Pocket

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Data East |
| **Release date** | (us) December, 1993<br>(eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The main objective is to cross different USA cities and reach the predetermined scores to go ahead. But the player only have 16 balls and every error can be lethal.

The game also comes with modes for 2 players with two variants: 2P Pocket Game (the traditional mode) and 2P 9-Ball Game, where the premise is to sink 9 balls before the other player makes them first.



Rarity US: 3
Rarity UK: 8

Rarity US: 6

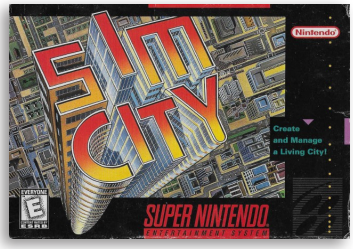
## SimAnt

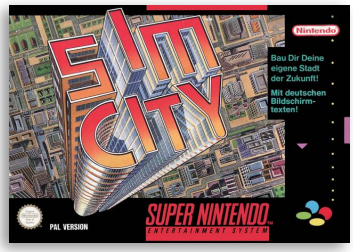
6.8

| | |
|---|---|
| **Developer** | Imagineer |
| **Publisher** | Maxis Software |
| **Release date** | (us) October, 1993 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

SimAnt: The Electronic Ant Colony is a life simulation game by Maxis and Maxis's third product, focusing on ants. It was designed by Will Wright, maker of other 'Sim' games such as SimCity and The Sims. The game is essentially a simulation of an ant colony. Wright was inspired by E. O. Wilson's study of ant colonies. The game consists of three modes: a Quick Game, a Full Game, and an Experimental Game.

J N




Rarity US: 1
Rarity EU: 1

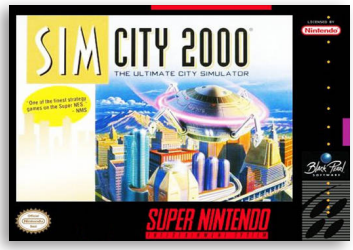
## SimCity

7.6

| | |
|---|---|
| **Developer** | Nintendo, Maxis |
| **Publisher** | Nintendo |
| **Release date** | (us) August 23, 1991 |
| | (eu) September 24, 1992 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

SimCity for the SNES features the same gameplay and scenario features; however, since it was developed and published by Nintendo, the company incorporated their own ideas. Instead of the Godzilla monster disaster, Bowser becomes the attacking monster, and once the city reaches a landmark 500,000 populace, the player receives a Mario statue that is placeable in the city.

J N P



Rarity US: 3
Rarity EU: 5

## SimCity 2000

6.4

| | |
|---|---|
| **Developer** | THQ |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November, 1996 |
| | (eu) December 19, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

This was one of the first console ports of SimCity 2000. However, there were a lot of losses and differences from the original version. The scrolling screen takes much longer to scroll. The in-game controls were modified. As in the previous SimCity title, there is no SNES Mouse support. Riots and volcanoes were removed. The game has fewer songs than the original PC version, along with several other changes.

J N P

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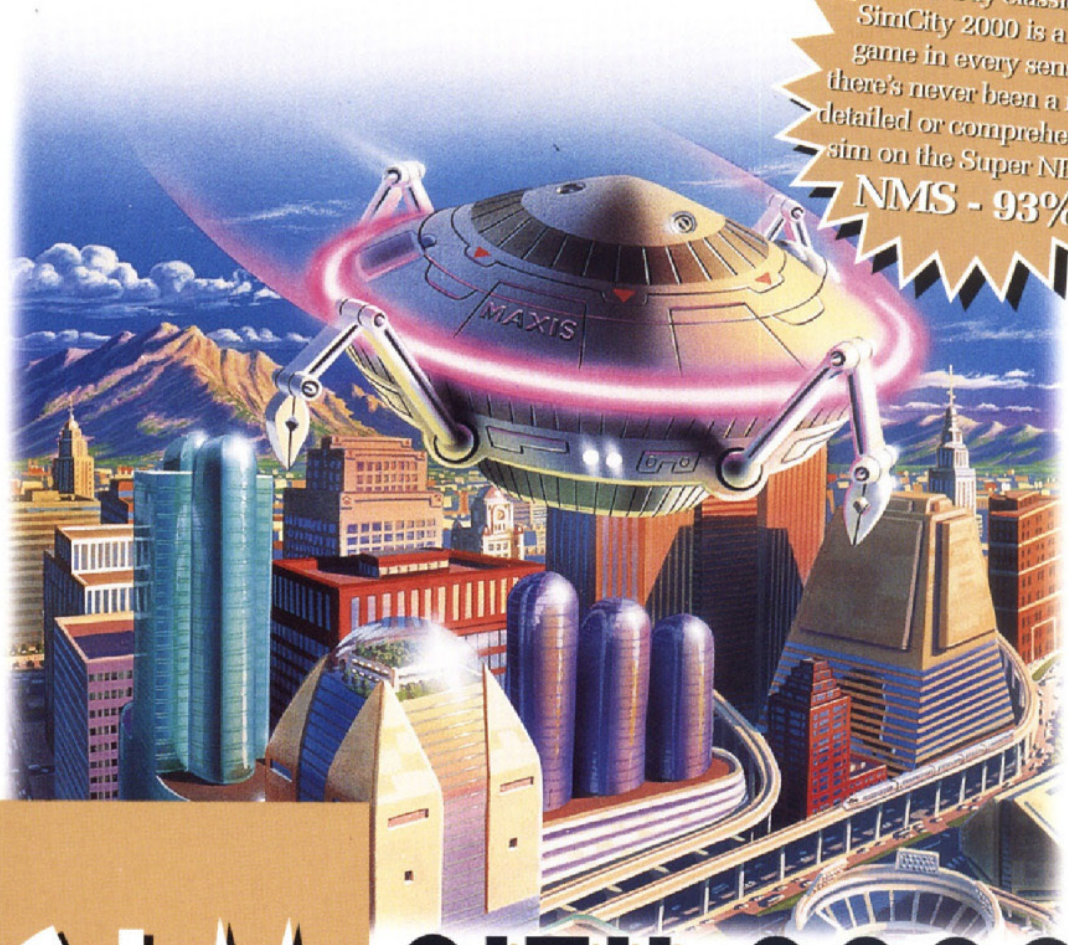
NMS - 93%

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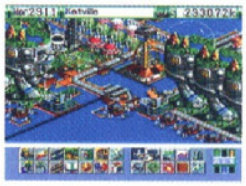

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One of our staff's favorite games was Bart's Nightmare!
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Acclaim entertainment, inc.

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5.5

J N

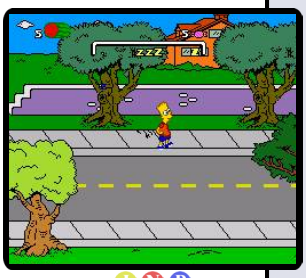
## SimEarth

| | |
|---|---|
| **Developer** | Tomcat System |
| **Publisher** | FCI |
| **Release date** | (us) February, 1993 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

SimEarth: The Living Planet is the second life simulation video game designed by Will Wright, in which the player controls the development of a planet. The player can vary a planet's atmosphere, temperature, landmasses, etc., then place various forms of life on the planet and watch them evolve. Since it is a software toy, the game does not have any required goals. The big challenge is to evolve sentient life and an advanced civilization.

Rarity US: 3

5.5



J N P

## The Simpsons: Bart's Nightmare

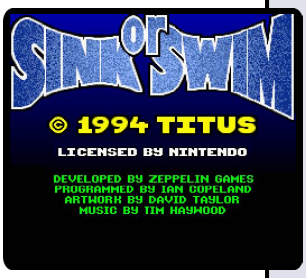
| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) October 12, 1992 |
| | (eu) February 18, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player must find Bart's lost homework and progress through the various levels to keep the homework pages and eventually return from dream to reality.

Company meddling during the development of the game prompted Bill Williams, the game's designer, to leave the video game industry.

Rarity US: 1

7.0



J N

## Sink or Swim

| | |
|---|---|
| **Developer** | Zeppelin Games |
| **Publisher** | Titus Software |
| **Release date** | (us) January 31, 1996 |
| | (eu) December, 1994 |
| **Genre** | Puzzle, Platformer |
| **Mode** | 1 Player |

Players control Kevin Codner, the aquatic hero. Each level has a certain number of passengers on it, and a certain quota to save to pass. Kevin must guide the passengers to their level exit, and then make his way to his own exit. There may be obstacles in the way, and there may also be water pouring into the ship's compartment, forcing the player to play quickly.

Rarity US: 7

Rarity US: 3

## Sküljagger: Revolt of the Westicans

5.8

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | American Softworks |
| **Release date** | (us) October 1, 1992 |
| **Genre** | Action-platformer |
| **Mode** | 1-2 Players |

Skuljagger: Revolt of the Westicans is an America-exclusive Super Nintendo game from Realtime Associates Inc. The player assumes the role of Storm Jaxon as he attempts to retake his homeland Westica after it is conquered by the eponymous Captain Skuljagger and his Kiltish army.

*"gaintbomb.com"*

N

Rarity US: 2

## Skyblazer

7.6

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Sony Imagesoft (jp) Epic/Sony Records |
| **Release date** | (us) January, 1994 |
| | (eu) March 25, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game involves Sky, the Skyblazer hero searching for Ashura, the Lord of War, who had kidnapped the sorceress Ariana. There are a total of 17 levels with a few more stops on the map where the elder gives passwords to the player and ten bosses including the final boss, Raglan. Four of those must be fought twice, since they reappear immediately before Ashura, who appears before Raglan.

J N P

Rarity US: 3

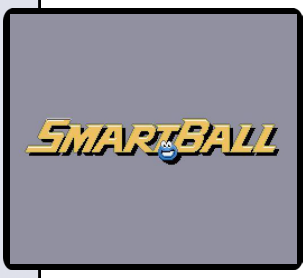
## Smart Ball

6.7

| | |
|---|---|
| **Developer** | Game Freak, System Sacom |
| **Publisher** | Sony Imagesoft, (jp) Epic/Sony Records |
| **Release date** | (us) March 1, 1992 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

The player plays as a little jelly bean with eyes, named Jerry, traveling across a grassy landscape. The game has graphics and terrain that are characterized as cartoony and cute, which attracts younger players.

The player is able to attack enemies by controlling certain physical characteristics of Jerry, such as flattening or stretching his body in order to hit enemies, or by finding objects, such as balls, to throw at enemies.



J N

7.3

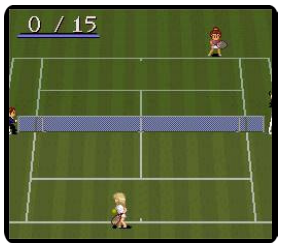
## Smash Tennis

J P

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Virgin Interactive |
| **Release date** | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

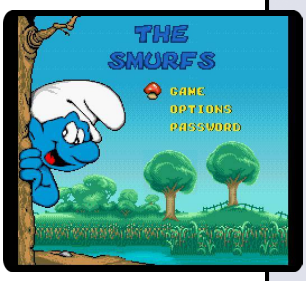
Super Family Tennis, also known as Smash Tennis in Europe, is a tennis game made by Namco. The game follows the standard rules of tennis and provides a variety of characters and courts for players to play on.

The game uses only the real rules of tennis in the game, which means there are no novelty modes or specialized training drills as one sometimes find in more modern tennis games.



6.4

## The Smurfs



P

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Smurfs is a platform game based on the popular eponymous series. Released by Infogrames in 1994 for home consoles and in 1997 for Windows, it was one of the few games available in more than one language, selectable by the player. A Game Boy Advance version was released in 2002, under the title "Revenge of The Smurfs" The PAL version specifically could be played in either English, French, Spanish, German and Italian.

Rarity EU: 2

6.3

## The Smurfs Travel The World

P

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) December 31, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Smurfs Travel the World is a platform game based on the popular eponymous series released by Infogrames in 1994 for the SNES, in 1995 for the Game Boy and Game Gear, and in 1996 for the Sega Mega Drive and Master System. The Master System version—titled The Smurfs 2—is notable for being the last commercial release for the console in Europe.

Rarity EU: 2

Rarity US: 7

## Snow White: Happily Ever After

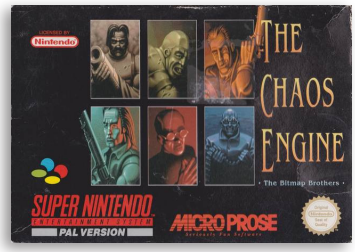
7.4

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | American Softworks |
| **Release date** | (us) October, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Snow White: Happily Ever After was targeted for female video game players. It is based on the 1993 animated Filmation movie Happily Ever After; as opposed to the classic Disney film.

Players follow the continuation of Snow White after the death of her stepmother, the Evil Queen. The Queen's wizard brother Lord Maliss is fucking up shit.

N




Rarity US: 6
Rarity EU: 2

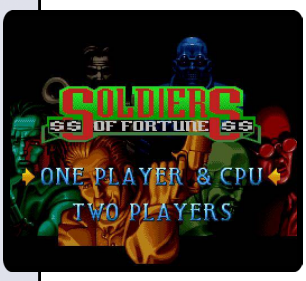
## Soldiers of Fortune

6.5

| | |
|---|---|
| **Developer** | Bitmap Brothers |
| **Publisher** | Spectrum Holobyte |
| **Release date** | (us) December, 1993 |
| | (eu) July, 1994 |
| **Genre** | Run and gun |
| **Mode** | 1-2 Players |

The Chaos Engine is set in a steampunk Victorian age in which one or two players must battle the hostile creations of the titular Chaos Engine across four landscapes and ultimately defeat the Chaos Engine and its deranged inventor.

It was first released for the Amiga, with a version available for AGA Amigas, and later ported to SNES.



N P

5.9

J N P

## Sonic Blast Man

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) February, 1993<br>(eu) 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Sonic Blast Man is a video game franchise by Taito starred by the titular superhero, Sonic Blastman. The game originally started as an arcade game, but eventually made its way to the SNES, with much different gameplay.

In this version Sonic Blastman must save the Earth from diverse kinds of evil forces.

Rarity US: 3
Rarity ES: 8

7.6

J N

## Sonic Blast Man II

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) November 30, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

The player control one of three characters in this side-scroller, as they fight their way through various levels filled with enemies and bosses. Beat them up with the basic punches and kicks or use the super moves to get out of tight spots.

*"mobygames.com"*

Rarity US: 6

7.0

J N

## SOS

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Vic Tokai, (jp) Human Entertainment |
| **Release date** | (us) April, 1994 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

SOS, known in Japan as Septentrion, is a survival adventure game. Mostly inspired by the book and film The Poseidon Adventure. The game is set in 1921, and the players must escape the sinking ship Lady Crithania, which gets hit by a gigantic wave and is capsized; all within the time limit of an hour. However, the game is made more difficult by the lack of a visible timer and the fact the ship rotates angles constantly and gradually gets filled with water.

Rarity US: 7

Rarity US: 3

## Soul Blazer

7.9

| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Enix |
| **Release date** | (us) November 27, 1992 |
| | (eu) January 27, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Soul Blazer is an action role-playing game. Similar to the company's previous game ActRaiser, the player takes the role of a divine angel, deity or lesser-deity, or avatar, sent by a divinity, called The Master, to destroy monsters and release the captured souls of a world's inhabitants. Soul Blazer was scored by Yukihide Takekawa.

J N P

Rarity US: 3
Rarity EU: 7

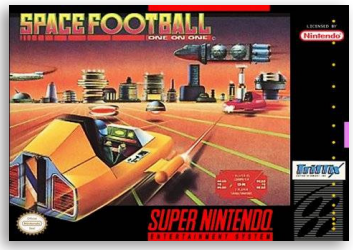
## Space Ace

2.7

| | |
|---|---|
| **Developer** | O.D.E. |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) May, 1994 |
| | (eu) 1994 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Space Ace is a originally released as a 1983 laserdisc video game produced by Don Bluth Studios, Cinematronics and Advanced Microcomputer Systems. Since a SNES cartridge has limited storage, it ended up being a side-scroller with levels based on the scenes from the laserdisc.

J N P



Rarity US: 5

## Space Football: One on One

6.5

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Triffix |
| **Release date** | (us) June 1, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Space Football: One on One, known in Japan as Super Linear Ball, takes place in the future with two athletes attempting to score goals against each other.

Using retro grav hovercrafts, these two athletes must gain possession of a hovering ball. There are twelve different drivers to choose from. 32 levels offer different obstacles and level design for players to skilfully move the ball around.

J N

6.8

J N P

## Space Invaders

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Nintendo |
| **Release date** | (us) November, 1997 |
| | (eu) 1997 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

This version of Space Invaders is based on the 1994 arcade game Space Invaders DX but lacks the parody mode of that game. What remains is the classic mode that allows the player to choose the type of arcade cabinet (upright, black & white, etc.) as background to the action as well as the versus mode for two players.

*"mobygames.com"*

Rarity US: 1
Rarity AU: 8

7.5

J N P

## Space Megaforce

| | |
|---|---|
| **Developer** | Compile |
| **Publisher** | Toho |
| **Release date** | (us) October 30, 1992 |
| | (eu) 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Super Aleste, known in North America as Space Megaforce, is a vertical-scrolling shooter. In a traditional fashion, the player pilots a spaceship through a variety of locales crawling with enemy squadrons to shoot down, though the story in the Japanese version is different from American and European ones.

Rarity US: 6

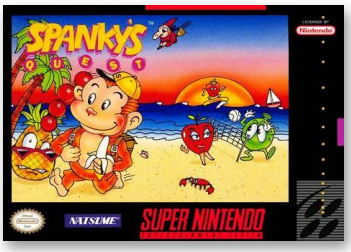
7.1

J N P

## Spanky's Quest

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) July 1, 1992 |
| | (eu) 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The main character of the game is Spanky the monkey, who attacks by throwing different kinds of balls. In the game, Spanky must defeat an evil witch named Morticia. The game is known for its very upbeat Jazz soundtrack. There are a total of five worlds with ten levels each. After clearing each world's ten levels, the player must face a main boss. After defeating all five bosses, the player fights the witch herself.



Rarity US: 3
Rarity EU: 8

Rarity US: 3

## Sparkster

7.7

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) October 1, 1994 |
| | (eu) October, 1994 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Sparkster is a different game from the Sega Genesis version despite having the same title in North America and Europe, which bore the full title of Sparkster: Rocket Knight Adventures 2, and has no plot continuity with the original Rocket Knight Adventures. The eponymous main character is an opossum knight who fights an army of yellow wolves and robots.

J N P

Rarity US: 2
Rarity EU: 5

## Spectre

5.7

| | |
|---|---|
| **Developer** | Synergistic Software |
| **Publisher** | Cybersoft |
| **Release date** | (us) May, 1994 |
| | (eu) July, 1994 |
| **Genre** | First-Person Shooter |
| **Mode** | 1 Player |

Spectre is a 3D shooter where the player drives a little red car/tank and blasts away enemies. The gameplay is similar to Battlezone, and obviously inspired by it.

The game boasts having supposedly an infinite amount of levels, though anything after level 80 is almost instant death. A high score table is also included.

*"mobygames.com"*

N P

Rarity US: 5

## Speed Racer in My Most Dangerous Adventures

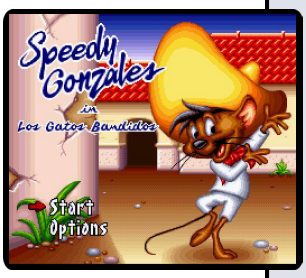
6.6

| | |
|---|---|
| **Developer** | Radical Entertainment |
| **Publisher** | Accolade |
| **Release date** | (us) November, 1994 |
| **Genre** | Racing, Platformer |
| **Mode** | 1 Player |

Speed Racer in My Most Dangerous Adventures combines elements of racing and platform gaming. It also serves as the professional debut of composer Marc Baril. Speed has to take his trusty car, the Mach five, to travel the world and win every grand prix there is. Infamous villains from the animated series are out there to capture Trixie, Speed's girlfriend.

N

6.1



N

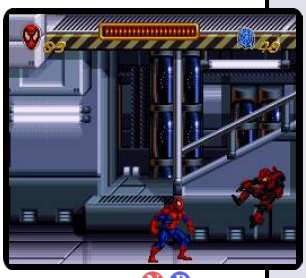
## Speedy Gonzales: Los Gatos Bandidos

| | |
|---|---|
| **Developer** | Majesco |
| **Publisher** | Acclaim |
| **Release date** | (us) August, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In a small Mexican village, all the mice are enjoying a fiesta until Los Gatos Bandidos, a group of cats, come and kidnap them. Only Slowpoke escapes and sends for his cousin, Speedy Gonzales. Speedy enters each level and tries to rescue as many mice as possible while chasing after cheese and avoiding natural hazards.

Rarity US: 1

5.7



N P

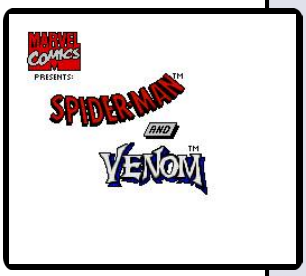
## Spider-Man: The Animated Series

| | |
|---|---|
| **Developer** | Western Technologies |
| **Publisher** | LJN |
| **Release date** | (us) February, 1995 |
| | (eu) 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Spider-Man: The Animated Series is a side-scrolling action game, incorporating elements from the critically acclaimed 1990s Spider-Man cartoon series. The game features six levels: a Laboratory, Construction Zone, Brooklyn Bridge, Coney Island, a showdown in J.J Jameson's Penthouse, and Ravencroft Asylum.

Rarity US: 2

7.0



N P

## Spider-Man and Venom: Maximum Carnage

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | LJN |
| **Release date** | (us) September 16, 1994 |
| | (eu) November 24, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Spider-Man and Venom: Maximum Carnage, based on a sprawling comic book story arc of the same name, features numerous heroes, including Spider-Man, Venom, and their allies from the Marvel Comics universe, teaming up to battle an onslaught of villains led by Carnage.

Rarity US: 1

Rarity US: 1

## Spider-Man and the X-Men in Arcade's Revenge

5.4

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | LJN |
| **Release date** | (us) November, 1992 |
| | (eu) August 19, 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

According to Richard Kay of Software Creations, development of the game was fraught with problems: "Spider-Man And X-Men started going horribly wrong and Acclaim were screaming at us and threatening litigation, and we ended up with three teams on this one game."

N P

Rarity US: 3
Rarity EU: 7

## Spindizzy Worlds

5.1

| | |
|---|---|
| **Developer** | ASCII |
| **Publisher** | ASCII |
| **Release date** | (us) March, 1993 |
| | (eu) November, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

On it's most basic level, Spindizzy Worlds is, like its predecessor, similar to Marble Madness. Controlling GERALD, players must move through the isometrically viewed landscape. There are two skill levels; the harder one features more of the precarious ledges and falls of Spindizzy.

*"mobygames.com"*

J N P

Rarity EU: 5

## Spirou

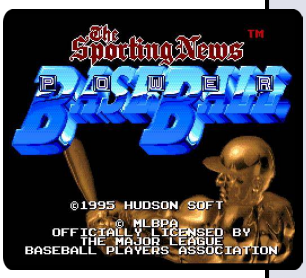
4.8

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) September 29, 1996 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

The game is based on the Spirou et Fantasio comic book serie. It features the adventure of Spirou trying to save his kidnapped friend Count Champignac and stop his arch-enemy Cyanida from making robots rule the earth. The game was noted for its good graphics and for being faithful to Spirou et Fantasio the comic book series, but due to the relatively high difficulty, most reviewers only recommended the game for true fans of the comic book series.

P

4.8

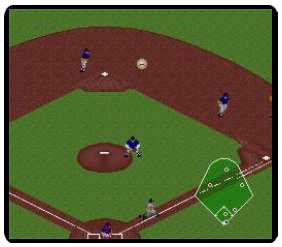


N

## The Sporting News: Power Baseball

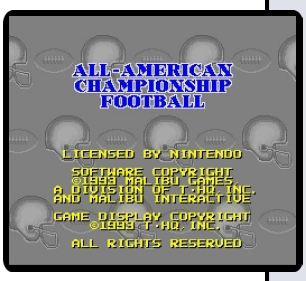
| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Hudson Soft |
| **Release date** | (us) June, 1995 |
| **\Genre** | Sports |
| **Mode** | 1-2 Players |

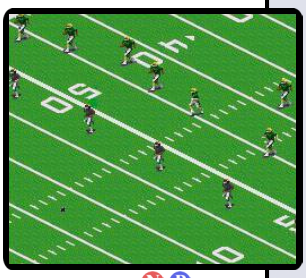
The Sporting News Baseball doesn't feature a Major League license, but does feature the MLBPA license, meaning that it features some of the best players of the time, such as Ken Griffey Jr., Daryl Strawberry and John Smoltz, to name a few. There are only three stadiums to pick from; two are generic but the other is the baseball field from the movie Field of Dreams.



Rarity US: 2

6.5



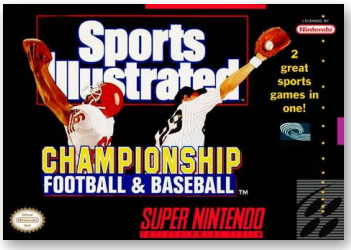



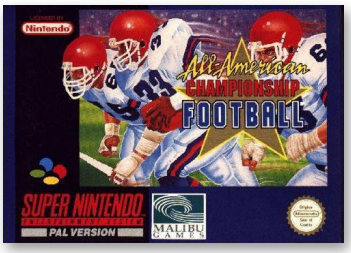
N P

## Sports Illustrated: Championship Football & Baseball

| | |
|---|---|
| **Developer** | Malibu Games |
| **Publisher** | Malibu Games |
| **Release date** | (us) February, 1994 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Sports Illustrated: Championship Football & Baseball, known in Europe as All-American Championship Football,. is a multiplatform sports video game that is licensed by the leading sports magazine, Sports Illustrated, which features both American football and baseball games.




Rarity US: 2

7.8

J N P

## Star Fox

| | |
|---|---|
| **Developer** | Nintendo, Argonaut Games |
| **Publisher** | Nintendo |
| **Release date** | (us) March 26, 1993 |
| | (eu) June 3, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Star Fox was the second three-dimensional Nintendo-developed game, behind 1992's X, but it is Nintendo's first game to use 3D polygon graphics. It accomplished this by being the first ever game to use the Super FX graphics acceleration coprocessor powered GSU-1. The complex display of three-dimensional models with polygons was still new and uncommon in console video games, and the game was much-hyped as a result.

Rarity US: 1
Rarity EU: 1

Rarity US: 2

## Star Trek: Deep Space Nine: The Crossroads of Time

6.3

| | |
|---|---|
| **Developer** | Novotrade |
| **Publisher** | Playmates |
| **Release date** | (us) September, 1995 |
| | (eu) 1995 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

The player is Benjamin Sisko, commander of Federation space station Deep Space Nine. When the station is attacked by Bajoran terrorists, his mission to uncover their plot leads him from DS9 to Bajor, beyond the wormhole and even through time itself.

*"thegamesdb.net"*

N P

Rarity US: 3
Rarity EU: 5

## Star Trek: Starfleet Academy Starship Bridge Simulator

6.6

| | |
|---|---|
| **Developer** | Paramount Interactive |
| **Publisher** | Interplay Entertainment |
| **Release date** | (us) December, 1994 |
| | (eu) 1995 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Star Trek: Starfleet Academy: Starship Bridge Simulator emphasizes being in control of a Federation starship and attempting to maneuver through an encounter with enemy vessels with the player in the Captain's seat. The player takes command of a squad of Starfleet cadets through a series of training scenarios.

*"giantbomb.com"*

N P

Rarity US: 2

## Star Trek: The Next Generation: Future's Past

5.7

| | |
|---|---|
| **Developer** | Spectrum Holobyte |
| **Publisher** | Spectrum Holobyte |
| **Release date** | (us) March, 1994 |
| | (eu) 1994 |
| **Genre** | Action |
| **Mode** | 1 Player |

Gameplay is divided into three parts: commanding the Enterprise from the bridge, controlling an away team on a planetary mission and combat with other ships.

*"mobygames.com"*

J N P

5.7

## Stargate

J N P

| | |
|---|---|
| **Developer** | Probe Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) April, 1995 |
| | (eu) June 29, 1995 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Based on the movie of the same name, a mystical circular portal called a "Stargate" has been uncovered. In attempting to unlock its secrets, its power is unlocked creating a passageway to a different world named Abydos. A special forces team is sent to the new world to investigate but is soon ambushed and its supplies taken including a powerful nuclear bomb.

*"mobygames.com"*

Rarity US: 2

4.5

## Steel Talons

N

| | |
|---|---|
| **Developer** | Panoramic |
| **Publisher** | Left Field Productions |
| **Release date** | (us) November, 1993 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

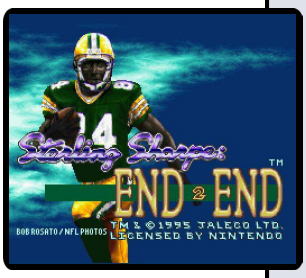
Steel Talons brought realism-oriented helicopter combat to the arcades, and later to home systems. The action is viewed from behind the helicopter, with the 3D polygon world rotating around the chopper, taking in mountains, rivers and deserts.

There are 12 missions in total, each of which requires players to destroy targets in a set time limit. There are also training and head-to-head modes.

Rarity US: 6

2.0

## Sterling Sharpe: End 2 End

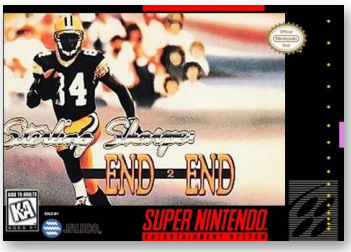


N

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) March, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Sterling Sharpe: End 2 End was endorsed by retired NFL wide receiver Sterling Sharpe (his career with the Green Bay Packers ended in 1994 due to a neck injury).

The object is to win football games by following and complying with the standard rules of the NFL. While the 30 cities involved in the 1994 NFL season were used, their team name and official logos were dropped. None of the actual NFL players themselves appear.



Rarity US: 3

Rarity US: 7

## Stone Protectors

6.4

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Kemco |
| **Release date** | (us) November 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Stone Protectors, based on the multi-media entertainment property consisting primarily of an action figure line and animated series, features 10 levels in which the heroes – Clifford, Cornelius, Chester, Maxwell, and Angus – battle The Predators throughout their mission to retrieve Zok's crystal and bring them all back to the kingdom. Weapons can also be acquired but only used by certain characters.

J N

Rarity US: 3

## Street Combat

4.8

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (us) April, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Originally released in Japan as Ranma ½: Chōnai Gekitōhen, the game underwent Americanization by Irem to become Street Combat, replacing all characters and background music with American-themed characters. An example is Ranma, who was replaced by a blonde man in bright blue armor called Steven. This is the only Ranma fighting game in which Cologne appears.

J N

Rarity US: 2
Rarity EU: 2

## Street Fighter Alpha 2

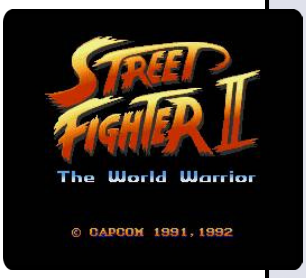
7.7

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Nintendo |
| **Release date** | (us) November 1, 1996<br>(eu) December 19, 1996 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Street Fighter Alpha 2, originally released for the CPS II arcade hardware by Capcom, is both a sequel and a remake to Street Fighter Alpha: Warriors' Dreams, which is itself a prequel to the Street Fighter II series in terms of plot and setting. The SNES port makes use of the S-DD1 chip for on-the-fly graphic decompression. Despite the graphics decompression chip, this version has loading times when entering matches.

J N P

7.9



J N P

## Street Fighter II: The World Warrior

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) July 1, 1992 |
| | (eu) December 17, 1992 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Street Fighter II was the first game released on a 16-Megabit cartridge for the SNES. Many aspects from the arcade versions were either changed or simplified in order to fit into the smaller memory capacity. This version also featured a secret code which would allow both players to control the same character in a match.

Rarity US: 1
Rarity EU: 1

8.2

J N P

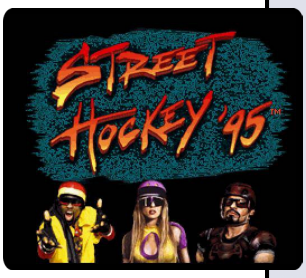
## Street Fighter II Turbo: Hyper Fighting

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) August 13, 1993 |
| | (eu) August, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

This port was developed using the SNES port of the original Street Fighter II as its base, but with a larger cartridge size of 20 Megabits. Despite being titled Turbo, this port also contains the Champion Edition version of the game in the form of a "Normal" mode.

Rarity US: 1
Rarity EU: 1

4.6

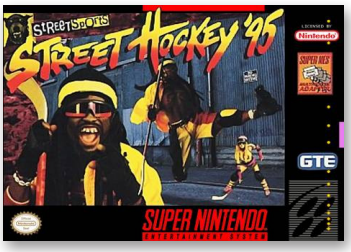


N

## Street Hockey '95

| | |
|---|---|
| **Developer** | GTE Interactive Media |
| **Publisher** | GTE Interactive Media |
| **Release date** | (us) November, 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Street Hockey '95 takes place in an urban environment. Instead of ice, the players play on cement and instead of ice skates, they use rollerblades. Players assemble their squads from nine hockey players who are savvy in the ways of the street. There are six different kinds of urban arenas and five different variations on the "traditional" road hockey game.



Rarity US: 1

Rarity US: 8
Rarity EU: 2

## Street Racer

6.9

| | |
|---|---|
| **Developer** | Vivid Image |
| **Publisher** | Ubisoft |
| **Release date** | (us) December, 1994 |
| | (eu) November, 1994 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Street Racer is a go-kart racing game which combines racing with violence. Characters can strike opponents with their fists and must avoid explosives littered around the track. The game's characters possess unique power-ups such as the Screaming Banshee, Batmobile, magic carpet and tri-plane.

J N P

Rarity US: 6
Rarity EU: 8

## Strike Gunner S.T.G

7.4

| | |
|---|---|
| **Developer** | Athena |
| **Publisher** | NTVIC |
| **Release date** | (us) October 15, 1992 |
| | (eu) November, 1992 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Strike Gunner S.T.G. is a vertical-scrolling jet fighter adventure set in the far-off year of A.D. 2008. The player controls their fighter as the scene unfolds around them, as enemies of air, land, and sea continuously enter the screen in wave after wave of assault. The players begins with a set number of lives, a number which can be added to with good play. Run out, and the mission is over - there are no saves.

J N P

Rarity US: 1
Rarity EU: 1

## Stunt Race FX

6.8

| | |
|---|---|
| **Developer** | Nintendo, Argonaut Games |
| **Publisher** | Nintendo |
| **Release date** | (us) July, 1994 |
| | (eu) October 27, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

The gameplay differs from Nintendo's own Super Mario Kart by being somewhat more difficult and through the lack of weapons to use to attack other vehicles in the game. Similarities with Nintendo's F-Zero include the ability to boost the speed of the vehicles; the use of the L and R buttons to make sharper turns; the possibility of damaging vehicles by running into walls, hazards, or other vehicles.

J N P

7.8

N P

## Sunset Riders

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) October, 1993 |
| | (eu) October, 1993 |
| **Genre** | Run and gun |
| **Mode** | 1-2 Players |

Sunset Riders is an action game from Konami that sets four bounty hunters across the Wild West to claim rewards on wanted outlaws. It began as an Arcade game in 1991, which allowed for up to four players simultaneously. It was later ported to the Sega Genesis in 1992, and the Super Nintendo in 1993.

*"giantbomb.com"*

Rarity US: 1

6.6

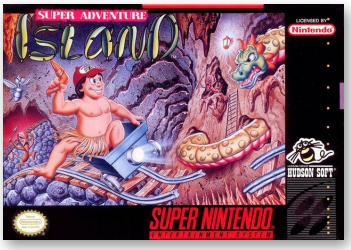
J N P

## Super Adventure Island

| | |
|---|---|
| **Developer** | Produce |
| **Publisher** | Hudson Soft |
| **Release date** | (us) April, 1992 |
| | (eu) November 19, 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Adventure Island came out between the releases of the NES games Adventure Island II and Adventure Island 3.

Other than the improved visuals and audio as a result of the switch of hardware to the SNES, the rules of the game are not much different from the original Adventure Island.



Rarity US: 2
Rarity EU: 5

7.4

J N P

## Super Adventure Island II

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) October, 1994 |
| | (eu) March, 1995 |
| **Genre** | Platform-adventure |
| **Mode** | 1 Player |

Unlike most of the previous games, this one is not a straight platformer; instead, it plays like an action/adventure game that encourages exploration, similar to the later Wonder Boy games. The game puts the player in a world map that is separated in different islands. Each one has various items and equipment, some of which can be used to access other areas on other islands to progress.

Rarity US: 5
Rarity EU: 5

Rarity US: 3
Rarity UK: 7

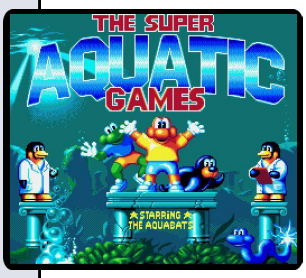
## The Super Aquatic Games Starring the Aquabats

5.6

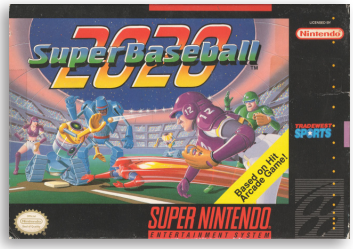
| | |
|---|---|
| **Developer** | Millennium Interactive |
| **Publisher** | Seika Corporation |
| **Release date** | (us) October, 1993 |
| | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

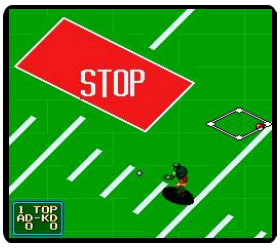
The Aquatic Games featured pseudo-Olympic sports starring the video game character James Pond, better known for his series of side-view platform games.

GamePro gave the SNES version a generally positive review.



N P




Rarity US: 2

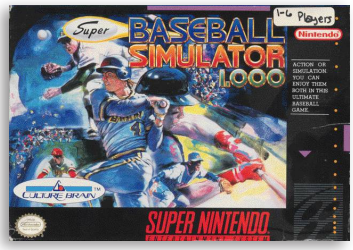
## Super Baseball 2020

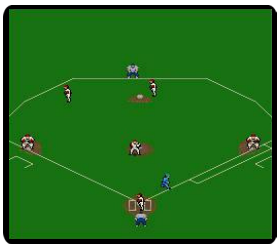
7.3

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Tradewest |
| **Release date** | (us) July 13, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game follows the basic rules of baseball, but there are several upgrades since the game takes place in the year 2020. The most obvious difference from real baseball is that some of the characters in this game are robots. All the human characters are equipped with powerful armor, computer sensors, and jet-packs for improved offense and defensive skills.

J N



Rarity US: 1

## Super Baseball Simulator 1.000

7.7

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (us) December 1, 1991 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Super Baseball Simulator 1.000 is a traditional baseball simulation game and the sequel to the NES game Baseball Simulator 1.000.

In the game, there are three leagues: Atlantic, Northern, and Ultra. Each league has six teams. In the Ultra League, pitchers and batters have special power-ups that boost their abilities which gives the game a surrealistic feel that is rare in the sports genre.

J N

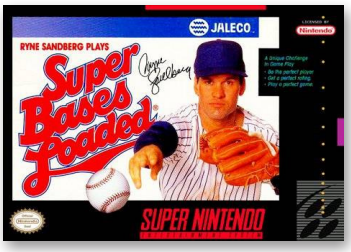
7.0

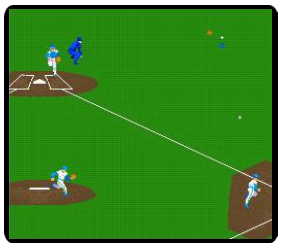
J N

## Super Bases Loaded

**Developer** Jaleco
**Publisher** Jaleco
**Release date** (us) September 30, 1991
**Genre** Sports
**Mode** 1-2 Players

The game is the fifth overall installment of the Bases Loaded series, and first installment of the secondary series for the Super Nintendo. The North American version includes a sponsorship from Ryne Sandberg, one of the most dominant players in contemporary Major League Baseball history. The advertising in the game consists of spoofs from actual companies that were in existence in the early 1990s.



Rarity US: 2

5.4

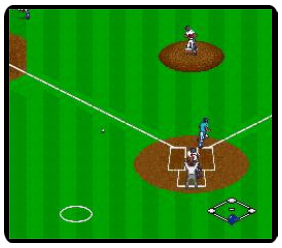
J N

## Super Bases Loaded 2

**Developer** Jaleco
**Publisher** Jaleco
**Release date** (us) February, 1994
**Genre** Sports
**Mode** 1-2 Players

The battery backup allowed players to save several categories of statistics for all 14 teams in the two leagues and not just their own. The DSP chip allowed a rudimentary 3-D perspective for batting and sometimes infield play. When players swung, their own individual numbers appeared on the back of their jerseys.

There were seven teams each in the "Alpha League" and the "Omega League" that went by city names only.



Rarity US: 1

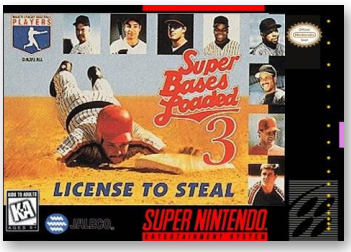
7.6

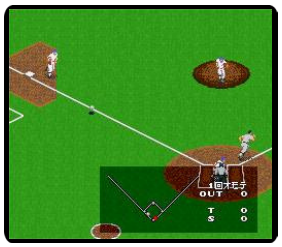
J N

## Super Bases Loaded 3: License to Steal

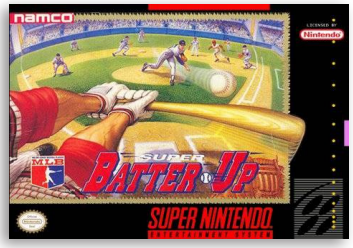
**Developer** Tose
**Publisher** Jaleco
**Release date** (us) February, 1995
**Genre** Sports
**Mode** 1-2 Players

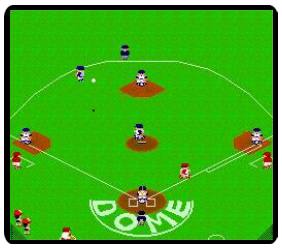
Super Bases Loaded 3 is the seventh overall installment of the Bases Loaded series. The game was licensed by the MLBPA and uses real MLB players, but it was not licensed by MLB. All 28 U.S. cities that had an MLB team at the time are listed but team names and logos are not given. No real stadiums are used and the World Series is renamed the championship tournament.



Rarity US: 1



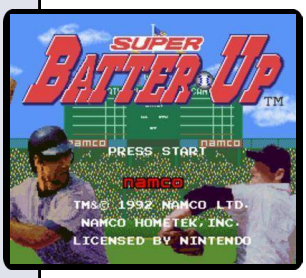
Rarity US: 1

## Super Batter Up

7.0

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) October 1, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The North American release has an official license from the MLBPA and features the names of actual professional baseball players. However, it does not have a license from MLB, so no actual team names are used, only their respective cities. While the all-star mode in the Japanese version of the game closely mimics the Nippon Professional Baseball All-Star Series, the North American version of the game emulates the MLB All-Star Game.



J N

Rarity US: 2
Rarity EU: 8

## Super Battleship

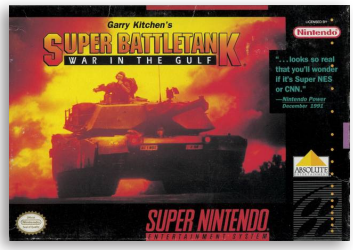
5.9

| | |
|---|---|
| **Developer** | World Builders Synergistic |
| **Publisher** | Mindscape |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Super Battleship, a naval simulator game, is strictly single-player and is primarily a strategy game with some real-time elements. It is based on the Battleship board game by the Milton Bradley Company.

The game features two modes: Super Battleship mode and Classic Battleship mode.

N P



Rarity US: 1
Rarity UK: 5

## Garry Kitchen's Super Battletank: War in the Gulf

6.0

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) June 1, 1992 |
| | (eu) March 18, 1993 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Super Battletank is a tank simulation game which takes place during Operation Desert Storm. The player controls an M1 Abrams main battle tank for the UN.

The screen is divided into two sections. One is the instrument panel in the gunner's station of the tank, and the other is a view of the outside.

J N P

6.0

## Super Battletank 2

J N P

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) January 11, 1994<br>(eu) August 8, 1994 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

The game is the sequel to Super Battletank, and the player controls a M1A2 Battletank. There are 16 missions, all located in the Middle East. Using radar, the player must scout out groups of enemy tanks and use the primary turret to take out infantrymen, Jeeps, SCUD missiles, and armored personnel carriers. The Phalanx machine gun is used to take down enemy air threats like helicopters.

Rarity US: 2

6.5

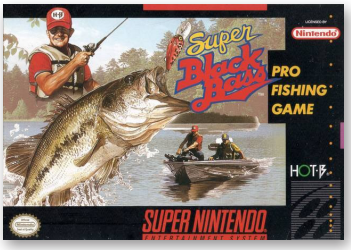
## Super Black Bass

J N

| | |
|---|---|
| **Developer** | Starfish |
| **Publisher** | Hot-B |
| **Release date** | (us) May, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Black Bass is the first SNES game in Hot B's series of fishing simulators, most of which contain Black Bass in the title. As with The Black Bass, the game was released in both the US and Japan.

The goal is once again to catch as much bass as possible in a limited amount of time. The player has to select their lure and bait, choose a location from which to start fishing and patiently wait for a fish to bite.



Rarity US: 1

7.7

## Super Bomberman

J N P

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft, (aus) Mattel, (eu) Sony |
| **Release date** | (us) May 10, 1993<br>(eu) November 20, 1993 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-4 Players |

The basic gameplay involved in Super Bomberman is relatively simple. The game takes place on a single non-scrolling screen. The screen shows the top down view of a grid of 143 squares. The grid restricts the movement of characters so they can only move horizontally or vertically around the screen. The game revolves around the idea of using these bomb blasts to destroy walls and enemies.

Rarity US: 1
Rarity EU: 2

Rarity US: 2
Rarity EU: 5

## Super Bomberman 2

7.9

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) December 12, 1994 |
| | (eu) February 23, 1995 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-4 Players |

The gameplay consists of walking through maze-like areas filled with monsters with a goal of opening the gate leading to the next area. Playing as a bomberman, the player can lay bombs to destroy all of the monsters, which will subsequently open the gate. Destroying blocks in the maze may uncover useful items including remote control bombs, accelerators, and hearts. There are five levels total and at the end of each is a boss.

J N P

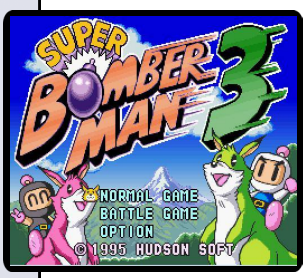
Rarity EU: 5

## Super Bomberman 3

7.7

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (eu) October 15, 1995 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-5 Players |

This game scales back a lot of gameplay additions made in Bomberman '94 and Super Bomberman 2 and returns to the classic formula. As for multiplayer, the game adds a lot over the previous game by adding more characters, each representing a country of Earth. There are also new cutscenes for the Story mode, which centers around the resurrection of the Five Dastardly Bombers who were previously defeated in Super Bomberman 2.



J P

Rarity US: 5
Rarity EU: 5

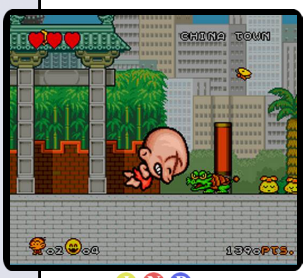
## Super Bonk

7.4

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) 1994 |
| | (eu) 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Bonk, released in Europe as Super B.C. Kid, is the fourth game in the Bonk series and the first to not be released for the Turbo-Grafx 16.

In this side-scrolling platformer adventure, the gameplay is similar to Bonk 3. Super Bonk allows Bonk to travel through time from his prehistoric levels and even the moon.




J N P

6.5

## Super Bowling

J N

| | |
|---|---|
| **Developer** | Athena |
| **Publisher** | Technōs |
| **Release date** | (us) September, 1992 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Bowling is a video game for the Super NES and the Nintendo 64.

Four computer opponents are available, two female and two male. There are three modes: Golf, Normal, and Practice where the player constructs his own scenarios and practices knocking down the bowling pins with either one or two balls.

Rarity US: 2

7.0

## Super Buster Bros.

J N P

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, Mitchell Corporation |
| **Release date** | (us) October, 1992<br>(eu) 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The object of the game is to use the gun to pop bubbles that bounce around the screen. There are two different modes in this game: Panic Mode or Arcade Mode. When a player pops a bubble, it splits into two smaller bubbles. This happens repeatedly, but eventually, the bubbles get so small that they pop when shot. Occasionally, monsters will walk or fly on to the screen, these can be seen as a help or harm to the player.

Rarity US: 8

5.7

## Super Caesars Palace

J N

| | |
|---|---|
| **Developer** | Illusion Softworks |
| **Publisher** | Virgin Interactive, (jp) Coconuts Japan |
| **Release date** | (us) October, 1993 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

The object is to win lots of money starting with $2000 that the player takes to the casino. After playing, the player leaves in either a limo, a Greyhound bus or in a taxi. Games include blackjack, slot machines, roulette, horse racing, Keno, video poker, and Red Dog.

Allgame gave the game a rating of 2.5 out of 5 stars in their overview.

Rarity US: 2

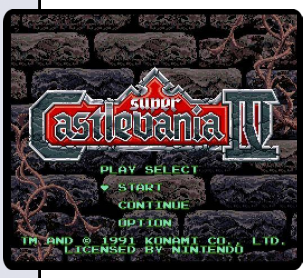
Rarity US: 1

## Super Castlevania IV

8.3

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December 4, 1991 |
| | (eu) November 23, 1992 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Super Castlevania IV is a remake of the original Castlevania on the NES. It was developed and published by Konami and is the first Castlevania game for the SNES. It features expanded play control, 16-bit graphics featuring SNES Mode 7, and a soundtrack featuring brand new pieces and remixes based on previous Castlevania music. Following the same setting as Castlevania, the game takes place in 1691 Transylvania.



J N P

Rarity US: 3
Rarity AU: 8

## Super Chase H.Q.

7.0

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) December, 1993 |
| | (eu) 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super Chase H.Q. is an enhanced sequel to Chase H.Q. As usual, players must drive their way towards a criminal's vehicle, which is known to be involved in some crime, while avoiding passing cars to gain points. The car also comes equipped with three turbos, which can be useful if they are way behind the vehicle.

*"mobygames.com"*

J N P

Rarity US: 5
Rarity UK: 5

## Super Conflict

7.6

| | |
|---|---|
| **Developer** | Manley & Associates |
| **Publisher** | Vic Tokai |
| **Release date** | (us) March, 1993 |
| | (eu) 1994 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

Super Conflict is a military simulation game played on a hex map in which players try to capture the opponent's "Flag Tank" or "Flag Ship". The map consists of various terrain tiles with movement and defense modifiers. For example, bridges and deserts lower the defense ratings of occupying troops; hills and mountains provide additional defenses but require more fuel to move through.

N P

7.2

## Super Double Dragon

J N P

| | |
|---|---|
| **Developer** | Technōs |
| **Publisher** | Tradewest, (jp) Technōs |
| **Release date** | (us) October, 1992 |
| | (eu) September 30, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Super Double Dragon is the fourth console game in the Double Dragon series, following Double Dragon III for the NES. The game did not have an arcade release and was made specifically for home consoles.

As with previous installments of the series, the player takes control of martial artists Billy and Jimmy in their fight against the Shadow Warriors gang.

Rarity US: 2
Rarity EU: 7

3.2

## Super Dany

P

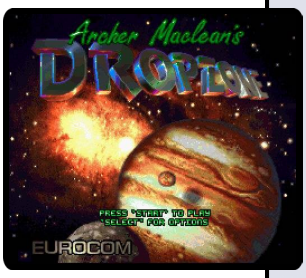
| | |
|---|---|
| **Developer** | Cryo Interactive |
| **Publisher** | Virgin Interactive |
| **Release date** | (eu) 1994 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Super Dany was released exclusively in Europe. The game features Dany, a mascot for the Danone food company. It is a 2D platform game where the player controls Dany. He has to navigate through a medieval castle in order to defeat the villains. Eventually, he enters a television station where the final stages of the game take place. The game is very basic with a score being displayed but no time limit in place.

Rarity FR: 8

6.9

## Super Dropzone



P

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Psygnosis |
| **Release date** | (eu) December, 1995 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Super Dropzone, the sequel to Archer MacLean's Dropzone, takes place ten years after the happenings of the original game. The gameplay is mostly the same as the original Dropzone although it features some new weapons and end of level boss fights. The player controls a spaceman with a jetpack and can fly in all directions above the moon surface while killing wave after wave of aliens.

*"mobygames.com"*

Rarity US: 1
Rarity EU: 2

## Super Ghouls'n Ghosts

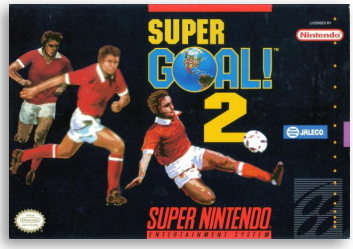
7.4

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) November 28, 1991 |
| | (eu) December 10, 1992 |
| **Genre** | Platformer |
| **Mode** | Action-platformer |

Super Ghouls 'n Ghosts is the third game in the Ghosts 'n Goblins series. The player takes the role of the knight Arthur, who must once again rescue the Princess from the demons.

Sticking with tradition, players have to complete the game twice in a row, the second time with a special weapon, in order to confront the evil boss Sardius.

J N P



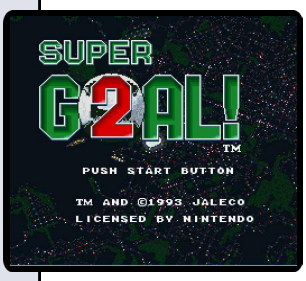
Rarity US: 3

## Super Goal! 2

7.4

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Jaleco |
| **Release date** | (us) April 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Super Goal! 2, known in Japan as Takeda Nobuhiro no Super Cup Soccer, is an international soccer game. The Japanese version allows players to compete for the Super Cup either with or against Takeda Nobuhiro, one of the greatest football players in all of Japan. There are teams from Europe, North America, South America, Africa, and Asia. The North American release (published as part of the Goal! series) removed the references to Takeda.



J N

Rarity US: 2

## Super Godzilla

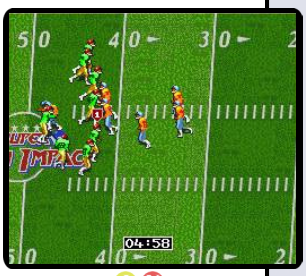
6.1

| | |
|---|---|
| **Developer** | Advance Communication Company |
| **Publisher** | Toho |
| **Release date** | (us) July, 1994 |
| **Genre** | Action |
| **Mode** | 1 Player |

Unlike other games of the era, Super Godzilla is not a straight action game. Instead, the player must guide Godzilla into the different levels by pressing the adequate button in the appropriate place. The game is split in two screens: the top one shows the actions Godzilla is making at the moment, while the bottom one shows his location on the current level. When Godzilla finds a monster to battle, the game switches into a standard side-view fighting segment.

J N

6.6



J N

## Super High Impact

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) June, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Super High Impact was one of the most hard hitting football games before the NFL Blitz series was created, with 18 teams and over 30 plays per team. The console versions are based on the Midway arcade series of the same name. The game has a Hit-O-Meter which often leads to massive brawls. Based on the arcade smash hit back in the days, featuring the three famous words: EAT THIS!!!, FIGHT!!!

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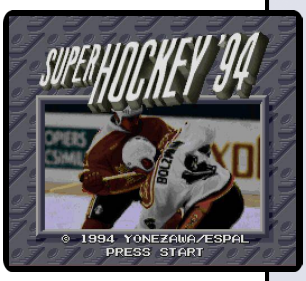
Rarity US: 2

6.5



J P

## Super Ice Hockey

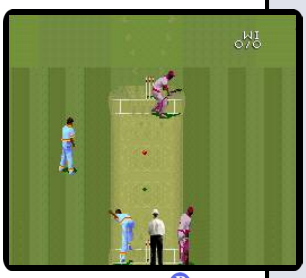
| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft, (jp) Yonezawa PR21 |
| **Release date** | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Ice Hockey, released in Japan as Super Hockey '94, is an ice hockey game based on the international level of ice hockey with teams from 1994 as opposed to domestic (intra-national) ice hockey leagues.

There are several gameplay modes that can be chosen from the main menu of the game. These include exhibition mode, playoff mode, and an Olympic mode that is loosely based on the 1994 Winter Olympics.

Rarity UK: 8

7.5



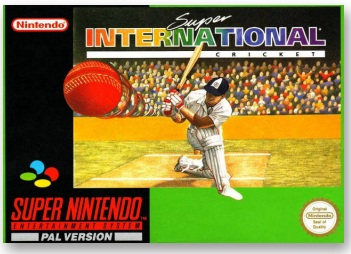
P

## Super International Cricket

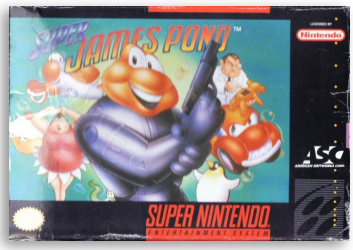
| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Nintendo |
| **Release date** | (eu) 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game comes in three difficulty levels ranging from easy to hard. Games in the "World Series" and "Test Match" modes could go on for five virtual days and still end in a draw.

Bowlers have a choice between four types of ball delivery using four unique speeds for the actual ball delivery. The Australian method of scoring cricket is used; which is different from the international method.




Rarity UK: 1



Rarity US: 3

## Super James Pond

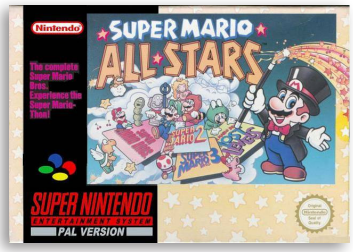
5.7

| | |
|---|---|
| **Developer** | American Softworks |
| **Publisher** | American Softworks |
| **Release date** | (us) July, 1993 |
| | (eu) September, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In his second adventure James Pond must retrieve the toys Dr Maybe has stolen. Pond has been armed with an Inspector Gadget-style stretch device, which he can use to view higher areas or claw onto ceilings so as to slide across them. The gameplay takes place across worlds themed around particular types of toys, such as sporting goods, candy and aircraft.

*"mobygames.com"*

J N P



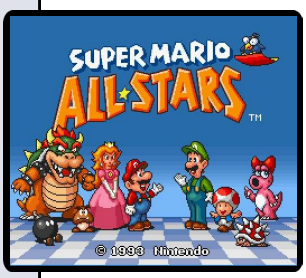

Rarity US: 1
Rarity EU: 1

## Super Mario All-Stars

8.8

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) August 1, 1993 |
| | (eu) December 16, 1993 |
| **Genre** | Compilation, Platformer |
| **Mode** | 1-2 Players |

Super Mario All-Stars is a collection of Super Mario platforming games. The game contains enhanced remakes of Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, and Super Mario Bros. The Lost Levels, the latter of which was the original Japanese version of Super Mario Bros. 2 which was never released outside of Japan prior to this compilation.



J N P

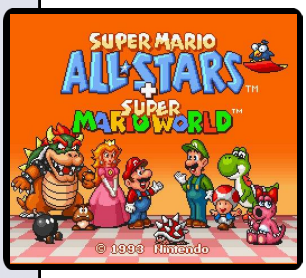
Rarity US: 2
Rarity EU: 5

## Super Mario All-Stars + Super Mario World

9.0

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) December, 1994 |
| | (eu) December, 1994 |
| **Genre** | Compilation, Platformer |
| **Mode** | 1-2 Players |

The game is an alternate compilation version of Super Mario All-Stars. This version features Super Mario World as a fifth playable game. Super Mario World is nearly identical to the original version; however, Luigi's sprites were updated to make him distinct from Mario.



N P

8.1

J N P

## Super Mario Kart

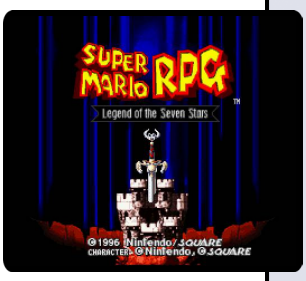
| | |
|---|---|
| **Developer** | Nintendo EAD |
| **Publisher** | Nintendo |
| **Release date** | (us) September 1, 1992<br>(eu) January 21, 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

In Super Mario Kart the player takes control of one of eight Mario series characters, each with differing capabilities.

The game received positive reviews and has been praised for its presentation, innovation and use of Mode 7 graphics.

Rarity US: 1
Rarity EU: 1

8.8



J N

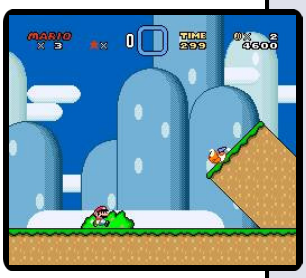
## Super Mario RPG: Legend of the Seven Stars

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Nintendo |
| **Release date** | (us) May 13, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Super Mario RPG is the first role-playing game in the Mario series. The game contains token similarities to other Square role-playing video games, such as the Final Fantasy series, with a story and action-based gameplay derived from the Super Mario Bros. series. Square did much of the development of Super Mario RPG under direct guidance from producer Shigeru Miyamoto.

Rarity US: 3

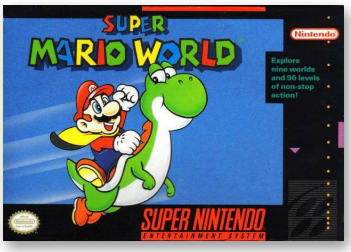
9.0

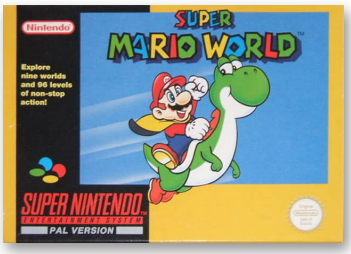


## Super Mario World

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) August 23, 1991<br>(eu) April 11, 1992 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

Miyamoto stated that he had wanted Mario to have a dinosaur companion ever since Super Mario Bros.; however, Nintendo engineers could not fit the companion into the limitations of the NES. He said that "we were finally able to get Yoshi off the drawing boards with the SNES". Yoshi came in one size and four colours, with different powers and huge appetites.




Rarity US: 2
Rarity EU: 1

Rarity US: 1
Rarity EU: 1

## Super Mario World 2: Yoshi's Island

8.6

| | |
|---|---|
| **Developer** | Nintendo EAD |
| **Publisher** | Nintendo |
| **Release date** | (us) October 4, 1995 |
| | (eu) October, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game's hand-drawn aesthetic—a style new to the series—descends from producer and Mario creator Shigeru Miyamoto's distaste for the computer pre-rendered graphics of the game's contemporary Donkey Kong Country. Super Mario World 2 used an extra microchip to support the game's rotation, scaling and other sprite-changing special effects.

Rarity US: 1
Rarity EU: 2

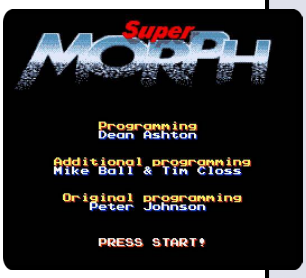
## Super Metroid

8.9

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) April 18, 1994 |
| | (eu) July 28, 1994 |
| **Genre** | Action-adventure, Platformer |
| **Mode** | 1 Player |

Super Metroid was directed and written by Yoshio Sakamoto, and produced by Makoto Kano with Gunpei Yokoi serving as general manager. The game is a direct sequel to the 1991 game Metroid II: Return of Samus. In the game's story, bounty hunter Samus Aran brought a Metroid larva from the planet SR388 to the Ceres space colony. After leaving the colony, the Metroid larva get stolen by a Space Pirate.

6.5



P

## Super Morph

| | |
|---|---|
| **Developer** | Millennium Interactive |
| **Publisher** | Sony Imagesoft |
| **Release date** | (eu) 1993 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

The game's plot is of a child who is given a temporary ability to change between states of solid, liquid, gas coming in the forms of a cannonball, a rubber ball, a water droplet, and a cloud. The player must go through over 36 challenging levels set in four different zones collecting special cogs from each level in order to fix a machine capable of turning him back into a normal boy.

6.6

J N

## Super Ninja Boy

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (us) April, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1-2 Players |

Super Ninja Boy, Super Chinese World in Japan, features random encounters with side-scrolling battles, although some boss battles are fought with a traditional menu-based system. There are also a few platforming sections.

It is a sequel to Culture Brain's previous title, Little Ninja Brothers for the NES and contains a few cameos from other Culture Brain's games.

Rarity US: 5

7.1

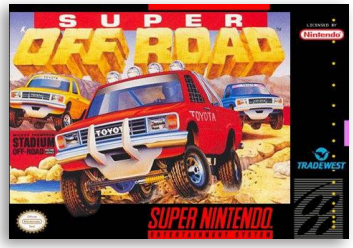
J N

## Super Nova

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (us) December, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Super Nova is a horizontal scrolling shooter and is part of the Darius series. One main difference between this game and the rest of the Darius games is that the player can choose one of three Silver Hawks to play. The green one is the Silver Hawk of Darius. The blue one is the Silver Hawk of Darius II. The red one is a new prototype of Silver Hawk that exists only in this game.

Rarity US: 5



Rarity US: 1

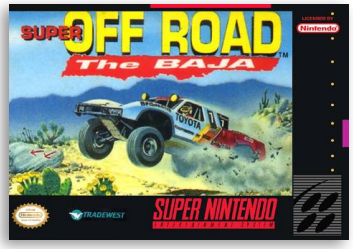
## Super Off Road

7.1

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Tradewest |
| **Release date** | (us) December 1, 1991 |
| | (eu) June 24, 1993 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Super Off Road, first released as a 1989 arcade game by Leland Corporation, was notable for prominently featuring the Toyota brand; the name and logo were displayed on various tracks, and pre-race music was inspired by the "I love what you do for me Toyota" jingle that was used by the company's marketing campaign at the time of the game's release. The game also replaced Ivan Stewart with Mickey Thompson.

J N P



Rarity US: 2

## Super Off Road: The Baja

5.5

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Tradewest |
| **Release date** | (us) July 2, 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super Off Road: The Baja is a sequel of Super Off Road. Unlike its predecessor which uses an isometric top-down view of a single-screen track, this arcade racing game is made specifically for the SNES and uses its Mode 7 hardware for a 3D racing experience with a 3rd person perspective.

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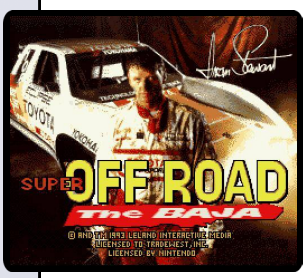
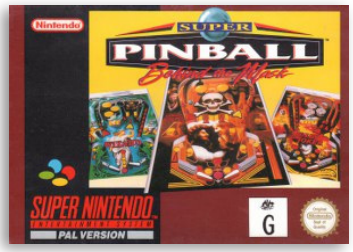


J N




Rarity US: 2
Rarity EU: 5

## Super Pinball: Behind the Mask

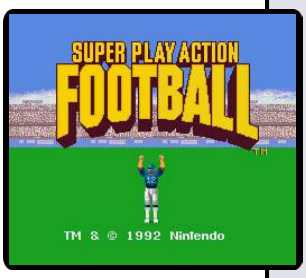
6.4

| | |
|---|---|
| **Developer** | KaZe, Meldac |
| **Publisher** | Nintendo |
| **Release date** | (us) November, 1994 |
| | (eu) 1994 |
| **Genre** | Pinball |
| **Mode** | 1-4 Players |

Super Pinball: Behind the Mask features three tables: the clown-themed "Jolly Joker", the pirate themed "Blackbeard and Ironmen", and the fantasy-themed "Wizard." All tables are shown in a tilted 3D view, which fits the entire table on the screen without the need for scrolling.

J N P

5.7

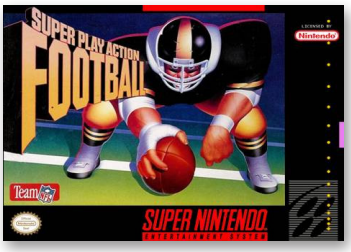


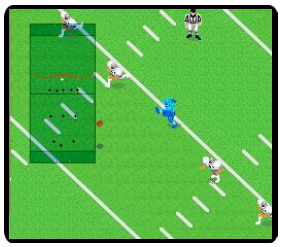
## Super Play Action Football

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Nintendo |
| **Release date** | (us) August, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The goal of the game is to obtain the ball and reach the other end of the field to score a touchdown, while avoiding opponent players who can pile onto the character possessing the ball.

Mario, from the Super Mario Bros. series of video games, makes a cameo in this video game as the "heads" on the coin. The raccoon tail power-up from Super Mario Bros. 3 is the "tails" side of the coin.



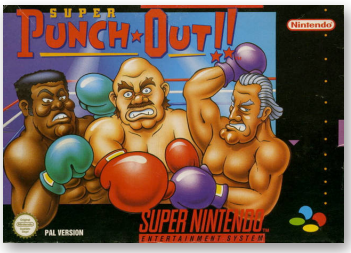
Rarity US: 1

8.0

## Super Punch-Out!!

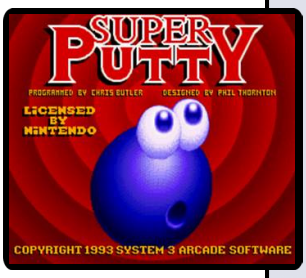
| | |
|---|---|
| **Developer** | Nintendo IRD |
| **Publisher** | Nintendo |
| **Release date** | (us) September 14, 1994 |
| | (eu) January 26, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The gameplay in Super Punch-Out!! is similar to that of its arcade and NES predecessors. The player controls a nameable boxer as he fights his way to become W.V.B.A. Champion. The player controls the boxer from a third-person perspective, with him being translucent on the screen. Players can attack their opponents with jabs to the face or with body blows from either hand.




Rarity US: 1
Rarity EU: 2

5.6

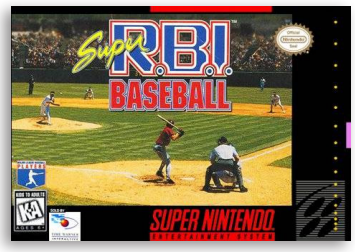


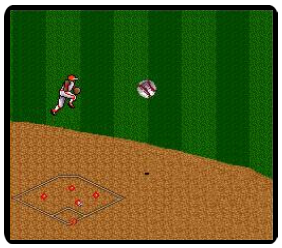
## Super Putty

| | |
|---|---|
| **Developer** | System 3 |
| **Publisher** | U.S. Gold |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

In Super Putty, the player controls a blue blob with eyes. Putty has several moves that he can use to attack enemies or to navigate around the level. These abilities include being able to stretch out to access far-off ledges. He also has the ability to inflate. This allows him to provide a cushioned landing for any falling bots. Over-inflation also acts as a "smart bomb", with Putty bursting, killing enemies on the screen.

Rarity US: 5



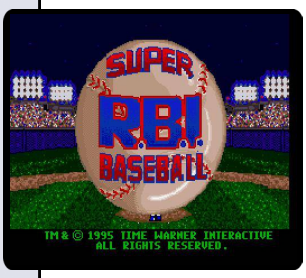
Rarity US: 1

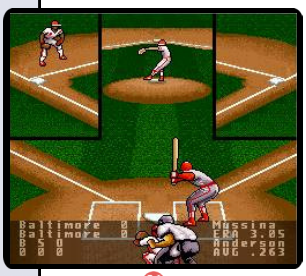
## Super R.B.I. Baseball

5.9

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | Time Warner Interactive |
| **Release date** | (us) June, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game is officially licensed by the MLBPA, offering 700 actual baseball players from the 1994 Major League Baseball season in addition to 28 teams. There are six modes to play: exhibition, Home Run Derby, defense practice, playoffs, league (in which teams play every other team in succession just like in NBA Jam), and Game Breaker (which allows players to change the course of Major League Baseball history).



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Rarity US: 2
Rarity EU: 1

## Super R-Type

7.0

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (us) September 1, 1991 |
| | (eu) June 4, 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Super R-Type is a remake of R-Type II in a manner similar to the SNES version of Gradius III. The game is known for its high difficulty (even compared to other games in the series), particularly because of its lack of checkpoints, since dying means restarting the level from scratch. Also, this game suffers from slowdown, which was also a problem in many early games for this system.

J N P

Rarity US: 1
Rarity EU: 5

## Super Scope 6

6.3

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) February, 1992 |
| | (eu) August 27, 1993 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

Super Scope 6 was the title Nintendo bundled with the Super Scope for the SNES. As the name suggests, the cartridge contains six games that require the Super Scope to play.

Blastris include three puzzle-like games. LazerBlazer include three shooter-like games.

J N P

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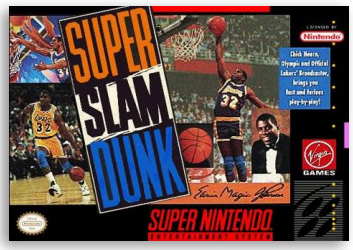
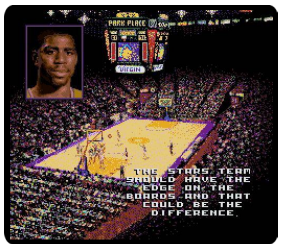


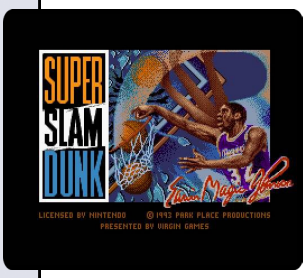
Rarity US: 2

## Super Slam Dunk

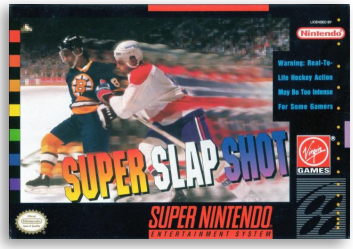
4.6

| | |
|---|---|
| **Developer** | Virgin Interactive |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) July, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game features 28 fictional teams; 27 of them are based on real cities while the 28th is an all-star team. There is an exhibition and a playoffs mode. Exhibition is the usual team vs team game, while the playoff mode has eight teams competing to win the championship. When a player takes the ball from one side of the court to the other, the view of the court rotates to reveal the opposite side.



J N



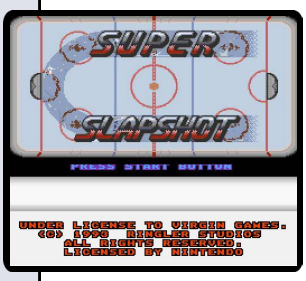
Rarity US: 2

## Super Slap Shot

6.1

| | |
|---|---|
| **Developer** | Ringler Studios |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) August 31, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game itself was endorsed by "Mr. Hockey" Gordie Howe. Although the cover image depicts unidentified players in uniforms very similar to those of Boston Bruins and Montreal Canadiens, no licenses from real-life professional league are used. Sixteen international teams are available to choose from in exhibition and tournament modes. These teams include the United States, Sweden, Russia, and Canada.



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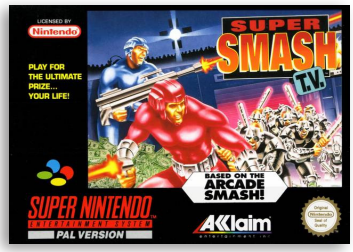



Rarity US: 1

## Super Smash TV

7.1

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) February 1992 |
| | (eu) February 18, 1993 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Smash T.V. is an insane shoot-em-up from the brain of Eugene Jarvis, creator of Robotron: 2084. It retains that original arcade game's frantic style of play and two-joystick control method, but adds plenty of gore, violence, a hint of satire and that all-important two player mode.

*"mobygames.com"*

J N P

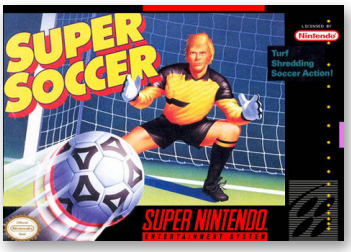
6.6

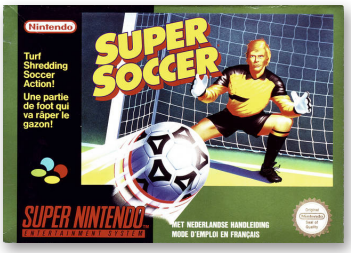
J N P

## Super Soccer

**Developer** Human Entertainment
**Publisher** Nintendo, (jp) Human Entertainment
**Release date** (us) May, 1992
(eu) June 4, 1992
**Genre** Sports
**Mode** 1-2 Players

The game consists of exhibition games and tournament games. In exhibition, one can choose to play either a match or a shootout (which is not available in the Japanese version). In tournament mode, one plays until one beats all other teams. After beating all the national teams, the player must play one final team, Nintendo (Human in the Japanese version).




Rarity US: 1
Rarity EU: 1

7.5

J N P

## Super Soccer Champ

**Developer** Taito
**Publisher** Taito
**Release date** (us) June, 1992
(eu) 1992
**Genre** Sports
**Mode** 1-2 Players

European Football Champ was released to coincide with the 1992 European Championships. The game scrolls horizontally at a slight angle, and recreates the coin-op's close-up zoom effect after a player scores. Although the game has a referee, he often loses attention, and these moments give players a chance to foul, punch or side-swipe opposition players.

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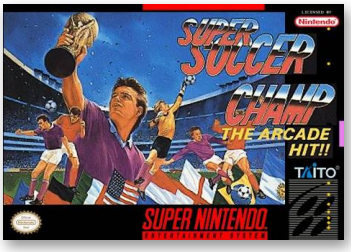
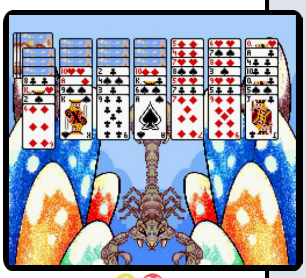


Rarity US: 2
Rarity EU: 7

6.3



J N

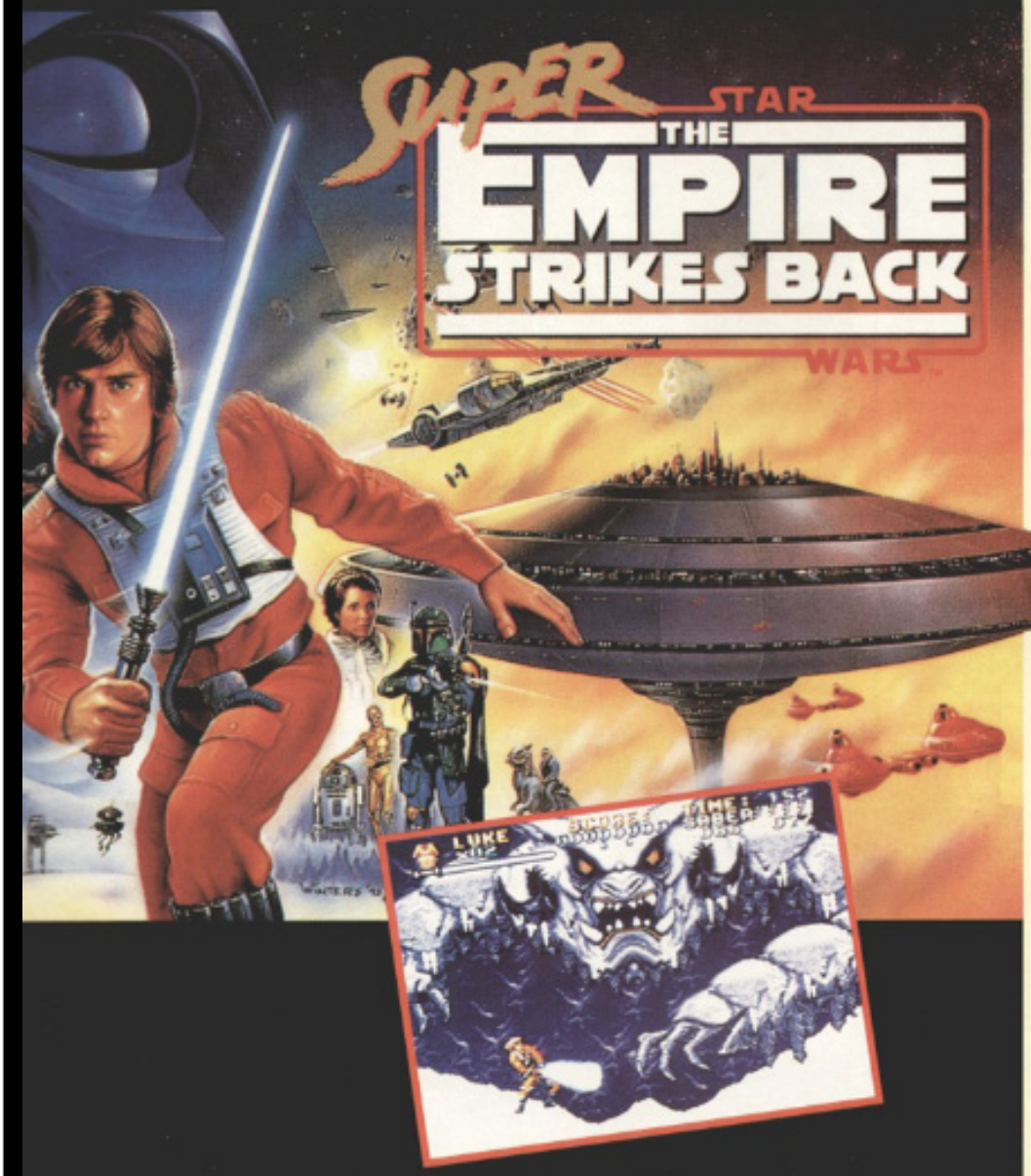
## Super Solitaire

**Developer** Extreme Entertainment Group
**Publisher** Extreme Entertainment Group
**Release date** (us) January, 1994
**Genre** Cards
**Mode** 1 Player

Super Solitaire, known as Trump Island in Japan, is a SNES game that has different variations version of the classic solitaire card game. The variations of solitaire in the game include: Klondike, FreeCell, Golf, Cruel, Pyramid, Stonewall, Doesn't Matter, Aces Up, Florentine, Poker, Canfield and Scorpion. Soft music is included with each and every game variation.

Rarity US: 6

# May the force be with you

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*Tim Boone, Editor NMS*

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7.0

J N P

## Super Star Wars

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | JVC, LucasArts |
| **Release date** | (us) November, 1992 |
| | (eu) April 22, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Star Wars generally follows the plot of Star Wars Episode IV: A New Hope, although some allowances were made to adapt the story to suit an action game. The game features mostly run and gun gameplay, although it has stages which feature other challenges, such as driving a landspeeder or piloting an X-wing. It also features multiple playable characters with different abilities.

Rarity US: 1
Rarity EU: 1

7.1

J N P

## Super Star Wars: The Empire Strikes Back

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | JVC, LucasArts |
| **Release date** | (us) October, 1993 |
| | (eu) February 24, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Star Wars: The Empire Strikes Back follows closely the standard set by its predecessor, with multiple playable characters and Mode 7 quasi-3D vehicle sequences. The controls are very similar to the first game, but feature a double-jump.

Rarity US: 1
Rarity EU: 5

7.2

J N P

## Super Star Wars: Return of the Jedi

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | JVC, LucasArts |
| **Release date** | (us) October, 1994 |
| | (eu) March 30, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Star Wars: Return of the Jedi follows closely the standard set by the previous two Super Star Wars games, with the return of selectable characters, multiple playable characters and Mode 7 quasi-3D vehicle sequences. The controls are identical to the second game.

Rarity US: 1

Rarity US: 1
Rarity EU: 2

## Super Street Fighter II: The New Challengers

8.3

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) June, 1994 |
| | (eu) September, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Super Street Fighter II was released on a 32 Megabit cartridge and featured support for the XBAND online network. The SNES port featured several new game modes such as Group Battle and Time Challenge, as well as the eight-player Tournament mode, in addition to the previous games' Arcade and Versus modes.

J N P

Rarity US: 2
Rarity DE: 7

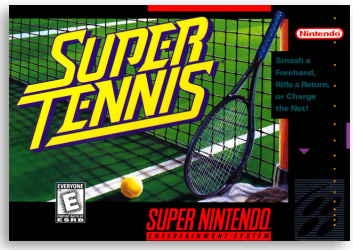
## Super Strike Eagle

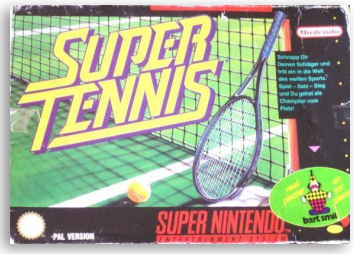
7.0

| | |
|---|---|
| **Developer** | MicroProse |
| **Publisher** | MicroProse, (jp) Asmik Ace Entertainment |
| **Release date** | (us) March, 1993 |
| | (eu) November 25, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The game involves flying airplanes that tests the player's Sidewinder missile and machine gun firing skills against various non-aligned nations that were historically notorious for housing extremist leaders during the Cold War. In the Japanese version, real political flags are not used unlike the North American version. Despite the game's title, it is unrelated to the similarly named F-15 Strike Eagle series.

J N P



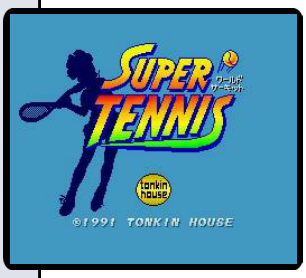

Rarity US: 1
Rarity EU: 1

## Super Tennis

7.2

| | |
|---|---|
| **Developer** | Tokyo Shoseki |
| **Publisher** | Nintendo |
| **Release date** | (us) November, 1991 |
| | (eu) June 4, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game features three different modes, Singles mode, doubles mode and Circuit mode, featuring a wide range of tours the player must battle through each tournament to earn himself ranking points and aim to finish number one in the rankings. There are four minor tournaments and four major tournaments, each taking place on a different surface, Hard, Lawn or Clay.



J N P

6.6

J N P

## Super Troll Islands

| | |
|---|---|
| **Developer** | Millennium Interactive |
| **Publisher** | ASC Games, (jp) Kemco |
| **Release date** | (us) February, 1994 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Troll Islands is an arcade platform game, based on the license of bright-haired toys known as Troll dolls. Each scrolling level is initially shrouded in an animated "mist" until they are cleared by running around platforms and ladders in the correct order. A brightly coloured background is revealed after the player makes the mist vanish into thin air.

Rarity US: 5
Rarity EU: 7

7.5

J N P

## Super Turrican

| | |
|---|---|
| **Developer** | Factor 5 |
| **Publisher** | Seika Corporation |
| **Release date** | (us) May, 1993 |
| | (eu) December, 1993 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

Super Turrican is the next generation installment of the famous Turrican Series. Once again it is up to the U.S.S. Freedom Forces to get into their Turrican Assault Suits and drive back the forces of "The Machine".

Similar to it's predecessors, Super Turican features large levels that are crammed with secrets and can be explored freely and in any direction.

Rarity US: 1
Rarity EU: 5

7.8

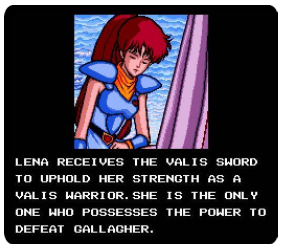
N P

## Super Turrican 2

| | |
|---|---|
| **Developer** | Factor 5 |
| **Publisher** | Ocean Software |
| **Release date** | (us) November, 1995 |
| | (eu) 1995 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

Super Turrican 2 featured more action than the first part and used Dolby Pro-Logic surround sound as well as many "Mode 7" effects, but sacrificed the big levels of the original Turrican games. The major addition is a grappling arm, similar to that used in Bionic Commando, which can be used to swing between platforms and grab power-ups.

Rarity US: 7




Rarity US: 3

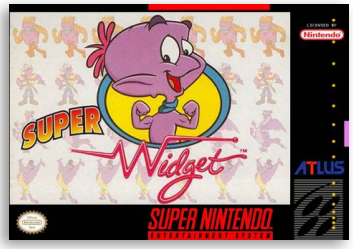
## Super Valis IV

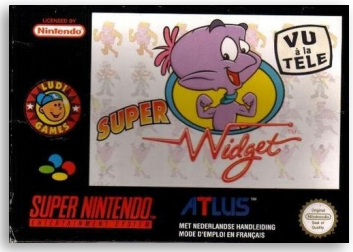
6.8

| | |
|---|---|
| **Developer** | Telenet Japan |
| **Publisher** | Razorsoft |
| **Release date** | (us) 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Similar to the adaptation of the PC Engine game Dracula X into the SNES title Castlevania: Dracula X, extensive edits were made to Valis IV when it was ported to the SNES. Valis IV is a side-scrolling action platformer. The player fights through a 2D level, jumping from platform to platform and battling enemies, before confronting a boss character at each stage's end. Animated sequences and in-game dialogue help move the story along periodically throughout the game.

J N




Rarity US: 5
Rarity FR: 8

## Super Widget

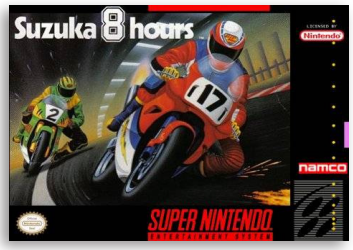
6.6

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (us) September, 1993<br>(eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Widget is a sequel to Widget for the NES. In the game, a new alien force threatens Earth. Widget, with his sidekick Mega-Brain, must explore the Horsehead Nebula and save the planet once again.

Unlike most platformers, performance will be ranked on a grading scale of C–S (with S being the best rank possible).

N P



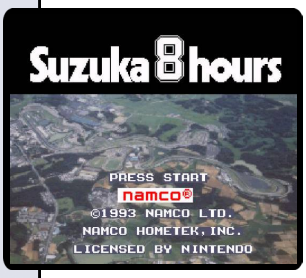
Rarity US: 5

## Suzuka 8 Hours

5.4

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) May, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Suzuka 8 Hours, a port of a 1992 arcade game, simulates the actual eight-hour race as eight "virtual hours", or over ninety "real-time" minutes. The object is to complete as many laps as possible before the time runs out - and if it does, the timer starts going up again (as penalty time) and the next trip to the finish line ends the race.



J N

6.4

N

## SWAT Kats: The Radical Squadron

| | |
|---|---|
| **Developer** | AIM |
| **Publisher** | Hudson Soft |
| **Release date** | (us) August, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

SWAT Kats: The Radical Squadron, based on the Hanna-Barbera animated television series, is a 2-D Action Platformer with RPG elements in which players can play as either T-Bone or Razor. It features a password system and third-person flying sequences in the Turbokat Fighter. It is based on various episodes of the show and features a different boss for each world.

Rarity US: 8

6.4

J N P

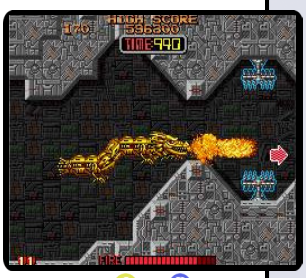
## Syndicate

| | |
|---|---|
| **Developer** | Bullfrog Productions |
| **Publisher** | Ocean Software |
| **Release date** | (us) December, 1995 |
| | (eu) January, 1995 |
| **Genre** | Real-time tactics |
| **Mode** | 1 Player |

Gameplay of Syndicate involves ordering a one to four-person team of cyborg agents around cities displayed in a fixed-view isometric style, in pursuit of mission goals such as assassinating executives of a rival syndicate, rescuing captured allies, "persuading" civilians and scientists to join the player's company or simply killing all enemy agents.

Rarity US: 7

3.9



J P

## Syvalion

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Toshiba EMI |
| **Release date** | (eu) 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Syvalion is a Shoot 'em up, originally released as a arcade game in 1988. This game was designed by Fukio Mitsuji, creator of Bubble Bobble. In the game, a golden metal dragon flies all over while breathing fire at all of its enemies while collecting power-ups to recharge its fire. The enemies consist of robots and tanks. At the end of each level the player fights a boss.

Rarity ES: 8

Rarity US: 1

## T2: The Arcade Game

5.7

| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | LJN |
| **Release date** | (us) February, 1994 |
| | (eu) 1993 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

Terminator 2: Judgment Day, renamed T2: The Arcade Game for home conversions, features seven levels based on specific scenes or general concepts in the film. Assets from the movie are used when possible, such as voice clips from Arnold Schwarzenegger, and close-up digital stills of Robert Patrick for the final battle against the T-1000.

*"mobygames.com"*

J N P

Rarity US: 1

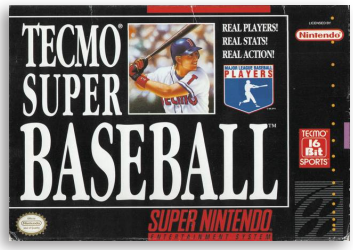
## Taz-Mania

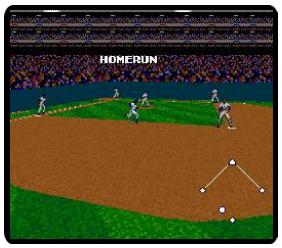
5.4

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | SunSoft |
| **Release date** | (us) May, 1993 |
| | (eu) 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

This version of Taz-Mania is different from the side-scrolling versions by Sega, in this version the player controls Taz from a third-person perspective. The goal of the game is to travel down the road, collecting Kiwi's before the timer runs out, avoiding obstacles along the way. The Kiwi's will get harder to catch as the game goes on, jumping over Taz and actually outrunning him at times.

N P




Rarity US: 2

## Tecmo Super Baseball

6.5

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) September 30, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Tecmo Super Baseball features all 28 MLB teams that existed at the time. However, the only license the game has is the MLBPA license. This means that while the game does feature actual players, there are no team names or logos.

On release, Famicom Tsūshin scored the Super Famicom version of the game a 23 out of 40.

J N

# THE ULTIMATE PARTY ANIMAL IS HERE!

## Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

**"GRRR/&*(%$!!!"**

*"Superbly polished product, mountains of fun... simply brilliant!"*
**Super Pro 90%**

*"Full to bursting, overflowing with characters and hazards."*
**Super Action 87%**

*"A cracking racing game... a treat to look at!"*
**Snes Force 86%**

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for GAME BOY

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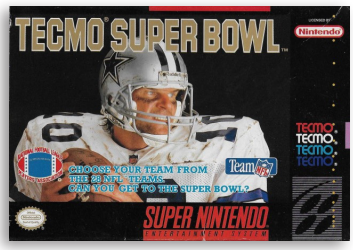


Rarity US: 1

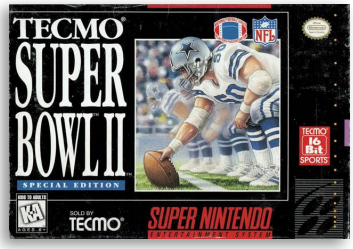
## Tecmo Super Bowl

7.8

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) November, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Tecmo Super Bowl fixed many bugs from the original NES game and added some new features. New features included: improved graphics and sound, NFL team logos were added to the endzones, user-controlled touchbacks and punt blocks, playbooks could be edited during the game, weather conditions, and an automatic "dive play".

J N



Rarity US: 2

## Tecmo Super Bowl II: Special Edition

7.5

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) January, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Tecmo Super Bowl 2 still had all of Tecmo's features, but once again teamed with the NFL Players Association, the game had names for nearly all of its players, with a few players still under generic names.

The game saw a relatively limited release, with only 15,000 units of the SNES version being shipped to retailers.

J N

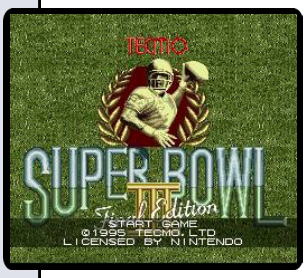
Rarity US: 2

## Tecmo Super Bowl III: Final Edition

7.7

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) October, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Although Tecmo Super Bowl II added many new features during its limited release, Tecmo Super Bowl III added even more to make the "Final Edition" the last installment of the series. The new Super Star Editor allows for creating players while using a limited point system. These created players can be improved upon, but only if they do well in Season Mode.



J N

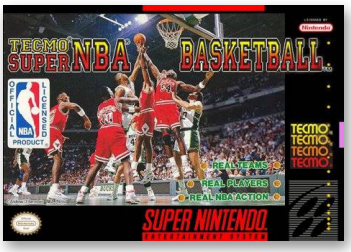
7.3

J N P

## Tecmo Super NBA Basketball

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (us) March 11, 1993 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Tecmo Super NBA Basketball is the SNES equivalent of the original Tecmo NBA Basketball. The teams consist of NBA teams from 1992. Players can choose from exhibition games, the 1992 All-Star Game, or the 1993 season. In playing the season, players can choose which teams they want to control; for example, a player can choose to play as two teams, and will play every game those two teams play.



Rarity US: 1
Rarity EU: 7

8.3

J N P

## Teenage Mutant Ninja Turtles IV: Turtles in Time

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) August, 1992 |
| | (eu) November 19, 1992 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Like the Famicom/NES version of the first arcade game, the Super Famicom/SNES version of Turtles in Time is not a direct port of the arcade original. It had some notable differences in presentation. Several enemies were changed in the SNES version.

Rarity US: 2

7.2

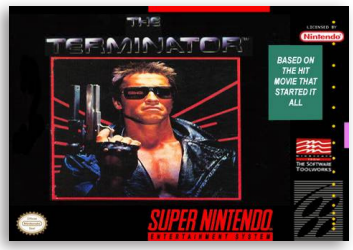
J N P

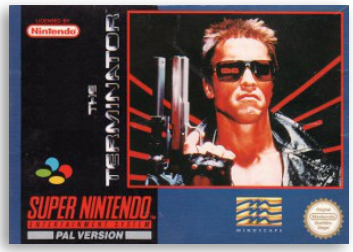
## Teenage Mutant Ninja Turtles: Tournament Fighters

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December, 1993 |
| | (eu) December, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

A tournament has been organized and many fighters have entered, Shredder being one of them. The Turtles decide to participate in order to stop their nemesis as well as proving their strength in the tournament. At the same time Karai kidnaps April O'Neil and Splinter. There are ten characters available, and two bosses.

Rarity US: 1



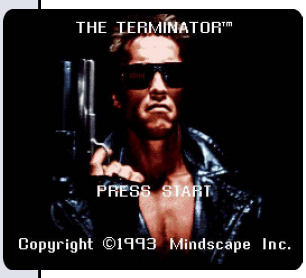

Rarity US: 3
Rarity DE: 5

## The Terminator

5.3

| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (us) April, 1993 |
| | (eu) 1993 |
| **Genre** | Action |
| **Mode** | 1 Player |

The game is a side-scrolling shooter. The player plays as Kyle Reese trying to stop the Terminator from killing Sarah Connor. The main levels are side-scrolling shooters, the two sub-levels are pseudo-driving levels, where the player has to shoot the Terminator to stop him from shooting back. There is minimal music in the game, as the sound effects tend to be much louder.



N P

Rarity US: 1

## Terminator 2: Judgment Day

4.6

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | LJN |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Action |
| **Mode** | 1 Player |

The palyer takes the role as the T-800 sent back in time to 1995, in order to protect John and Sarah Connor from the T-1000. There are two gameplay types: side-scrolling and driving. During the side-scrolling levels, the player's objective is to locate and retrieve all future objects, which are gray boxes with a flashing light on top, that, when broken open, look like endoskulls. The player must complete all objectives for that mission.

N P

Rarity EU: 2

## Terranigma

8.8

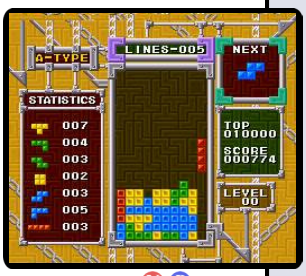
| | |
|---|---|
| **Developer** | Quintet |
| **Publisher** | Nintendo |
| **Release date** | (eu) December 19, 1996 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Terranigma is a action role-playing game. Manga artist Kamui Fujiwara is credited with the character designs. The game was developed by Quintet, which had previously designed creation-themed SNES games such as ActRaiser and Soul Blazer. The theme of creation prevalent in Terranigma was introduced as a contrast to the destruction of enemies in other action titles, and to inspire the player's imagination concerning the effects their actions might have.

J P

8.0

## Tetris & Dr. Mario




N P

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Nintendo |
| **Release date** | (us) December, 1994 |
| | (eu) July 27, 1995 |
| **Genre** | Compilation, Puzzle |
| **Mode** | 1-2 Players |

Tetris & Dr. Mario is a compilation cartridge containing enhanced versions of both NES games Tetris and Dr. Mario. Besides graphical updates, there are few gameplay changes such as the Mixed Match multiplayer mode (which is a multiplayer mode in which Tetris and Dr. Mario are both played).

*"giantbomb.com"*

Rarity US: 3
Rarity EU: 5

7.0

## Tetris 2

J N P

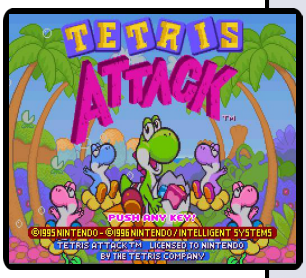
| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Nintendo |
| **Release date** | (us) August, 1994 |
| | (eu) 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

As a variation of the Tetris concept, rather than having the objective of matching horizontal lines of blocks which descend from the top of the screen as tetrominos, instead the player matches the colours of the descending blocks to blocks already fixed on the game board, which causes blocks to disappear from the board when three blocks of the same colour are matched, in a manner similar to the puzzle video game Dr. Mario.

Rarity US: 2
Rarity EU: 5

8.6

## Tetris Attack

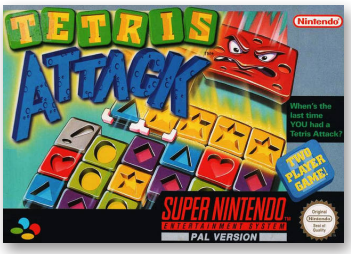


J N P

| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (us) August, 1996 |
| | (eu) November 28, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Tetris Attack is the first game in the Puzzle League series. This game is similar to the Baku Baku Animal, developed by Sega in 1995.

Despite using the Tetris name, this game has no resemblance to its Russian namesake. This has led Henk Rogers of The Tetris Company to say that he regrets granting permission to Nintendo to use the name.




Rarity US: 1
Rarity EU: 5

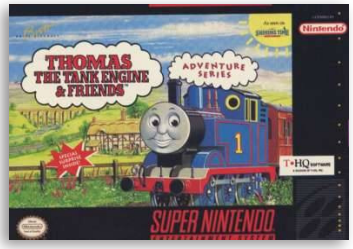
## Theme Park

6.7

| | |
|---|---|
| **Developer** | Bullfrog Productions |
| **Publisher** | Ocean |
| **Release date** | (eu) November 11, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Starting with a free plot of land in the United Kingdom and few hundred thousand pounds, the player must build a profitable amusement park. Money is spent on building rides and shops and on staff, and is earned through sale of entry tickets, merchandise and refreshments. The goal is to increase the park's value and available cash so that the park can be sold and a new lot can be bought and start building a new theme park.

J P



Rarity US: 5
Rarity UK: 8

## Thomas the Tank Engine & Friends

5.0

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | THQ |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Players control Thomas the Tank Engine as he takes special trips he has to organize: Take children to the seaside, medicine to the hospital or deliver the mail. Hazards such as dead ends, level crossings, other trains and vehicles impede the player's route.

N P

Rarity US: 2

## Thunder Spirits

7.0

| | |
|---|---|
| **Developer** | Technosoft |
| **Publisher** | Seika Corporation |
| **Release date** | (us) June, 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Thunder Spirits is a port of the arcade game, Thunder Force AC, which in turn, is a retooled version of the Genesis game, Thunder Force III.

The game gives players a health-bar and the ability to swap collected weapons on the fly, which can be obtained by catching power-ups and activating them whenever they want.

J N

5.5

## The Tick

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Fox Interactive |
| **Release date** | (us) December, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

The Tick is a side-scrolling beat 'em up video game based on the comic book and Fox Kids animated series of the same name.

The game is very typical for the side-scrolling genre. However, it turns into an semi-isometric view like in Streets of Rage once enemies appear on the screen. The Tick's signature humor is also present in various parts of the game.

Rarity US: 5

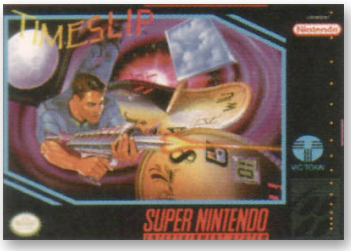
5.1

## Time Slip

| | |
|---|---|
| **Developer** | Sales Curve Interactive |
| **Publisher** | Vic Tokai |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Time Slip is a platform action game, featuring the adventures of Dr. Vincent Gilgamesh, a scientist attempting to foil an alien invasion to Earth by traveling to different historic ages.

The gameplay is similar to that of Contra III: The Alien Wars, although with simpler moves and nine lives, but not continues.



Rarity US: 5
Rarity UK: 7

5.6

## Time Trax

| | |
|---|---|
| **Developer** | Malibu Games |
| **Publisher** | Malibu Games |
| **Release date** | (us) April, 1994 |
| | (eu) July, 1994 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Time Trax is a side-scrolling action game based on the 90s US-Australian time-travel TV show of the same name. Darien Lambert, the player character, is a 2193 detective that must pursue criminals that have escaped by travelling back 200 years in time to the then-current year of 1993. Darien has exceptional intelligence and athleticism and some limited psychic ability: all of which are commonplace for 2193.

Rarity US: 5
Rarity UK: 8

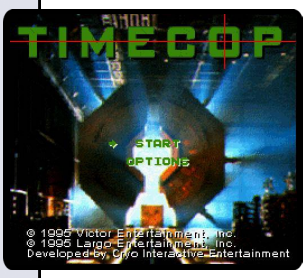
Rarity US: 7
Rarity EU: 5

## Timecop

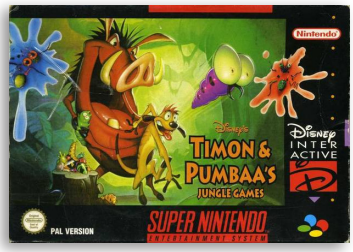
4.1

| | |
|---|---|
| **Developer** | Cryo Interactive Entertainment |
| **Publisher** | JVC, Victor Interactive Software |
| **Release date** | (us) April, 1995 |
| | (eu) 1996 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Timecop, loosely based on the movie of the same name, is a 2D action platformer. Players must stop the original inventor of time travel, Dr. Hans Kleindast and fix all the wrong things that Kleindast does in the game. There are 15 levels in all; most of them are standard platforming levels. Some levels involve the use of a player-controlled vehicle and use of martial arts.



J N P



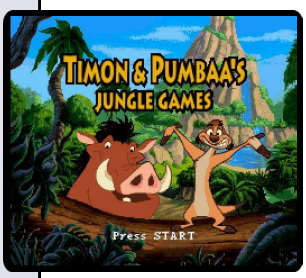

Rarity US: 2

## Timon & Pumbaa's Jungle Games

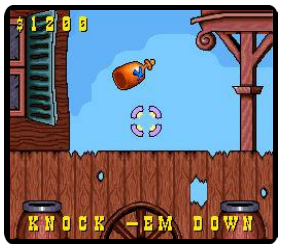
6.2

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) November 30, 1997 |
| | (eu) March 26, 1998 |
| **Genre** | Mini games |
| **Mode** | 1-2 Players |

The game contains five mini-games that feature Timon, Pumbaa and other jungle animals from The Lion King. The object in this game is to have fun while Timon and Pumbaa entertain the player with glimpses of jungle living, especially when certain mini-games require the player to consume insects.



N P




Rarity US: 1

## Tin Star

6.8

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Nintendo |
| **Release date** | (us) November, 1994 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

Tin Star was designed to be compatible not only with a standard Super NES controller, but also with the Super Scope and the SNES Mouse. The gameplay contains levels titled as "days". Each day is filled with four types of screens called "scenes".

The game is set in a place called the Ol' West, populated by robots. The main protagonist is the titular character, a mechanical sheriff named Tin Star.

N

5.9

P

## Tintin in Tibet

| | |
|---|---|
| **Developer** | Infogrames |
| **Publisher** | Infogrames |
| **Release date** | (eu) December 14, 1995 |
| **Genre** | Adventure, Platformer |
| **Mode** | 1 Player |

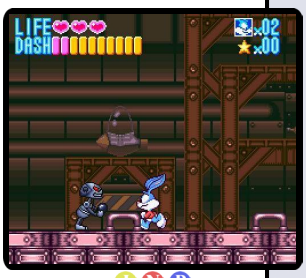
Tintin au Tibet tells the same story as the Tintin au Tibet comic written by Herge. It follows the adventures of young, Belgian reporter Tintin and his friends Captain Haddock and Professor Tournesol.

The gameplay tries to recreate some of the famous scenes from the comic. In the scene where Milou almost drowns, the player must swim to go get him.

*"giantbomb.com"*

Rarity EU: 5

7.0

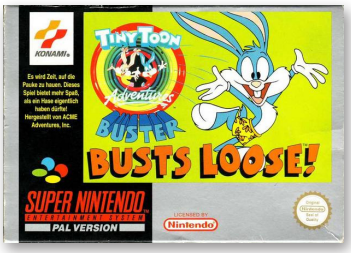



J N P

## Tiny Toon Adventures: Buster Busts Loose

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) February, 1993 |
| | (eu) June 24, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Tiny Toon Adventures: Buster Busts Loose!, released in Japan as simply Tiny Toon Adventures, features Buster Bunny in a side-scrolling adventure. It has three difficulty level settings: easy, normal, and hard. Levels are significantly smaller in easy mode, and Buster only has one life in hard mode.




Rarity US: 1

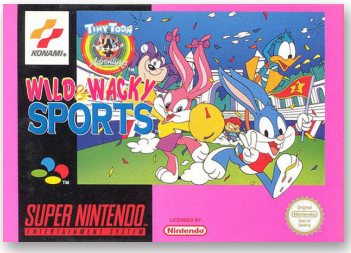
7.0

J N P

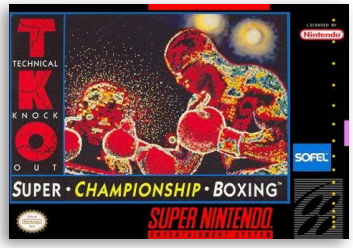
## Tiny Toon Adventures: Wacky Sports Challenge

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) 1994 |
| | (eu) April 25, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

In Wacky Sports, players choose to play as either Buster Bunny or Babs Bunny and participate in their choice of sports activities, including baseball, soccer, or tennis. As Buster, they can also play carnival games set up by characters such as Shirley the Loon and Fifi La Fume.




Rarity US: 2



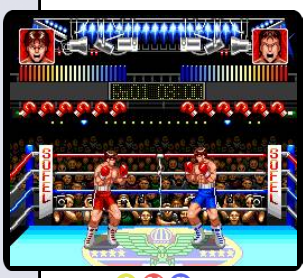
Rarity US: 3
Rarity AT: 8

## TKO Super Championship Boxing

5.4

| | |
|---|---|
| **Developer** | Sting Entertainment |
| **Publisher** | Sofel |
| **Release date** | (us) October, 1992 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

TKO Super Championship Boxing is a boxing game from Sting made during their early years before they became renowned for their complex RPGs. The Japanese version had a story mode that focuses on a single character, based on real-life Japanese boxer and champion bantamweight Jirou Matsushima.



J N P

Rarity US: 2

## TNN Bass Tournament of Champions

7.0

| | |
|---|---|
| **Developer** | American Softworks |
| **Publisher** | American Softworks |
| **Release date** | (us) November, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

TNN Bass Tournament of Champions is a fishing game based on the defunct Nashville Network (now known as Spike). In Japan it is known as Larry Nixon's Super Bass Fishing and was endorsed by professional fisherman Larry Nixon as well as the Nippon Bass Club. The game was followed by the sequel TNN Outdoors Bass Tournament '96.

J N

Rarity US: 1
Rarity EU: 8

## Todd McFarlane's Spawn: The Video Game

6.0

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) October, 1995 |
| | (eu) November, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Todd McFarlane's Spawn: The Video Game is based on Image Comics Spawn comic book character. The protagonist of the game is Al Simmons, an undead being, is trying to save the lives of thirteen children.

The game received mixed reviews.

N P

5.4

J N P

## Tom and Jerry

**Developer** Riedel Software Productions
**Publisher** Hi Tech Expressions, (jp) Altron
**Release date** (us) April, 1993
(eu) 1993
**Genre** Platformer
**Mode** 1-2 Players

The player controls Jerry, the mouse, as he traverses through four different themed worlds - a movie theater, a junkyard, a toy store, and a house. Tuffy is playable through second player.

Jerry or Tuffy use marbles as weapons. At the end of each world, Jerry goes into a battle with Tom, the cat.

Rarity US: 3
Rarity EU: 7

5.4

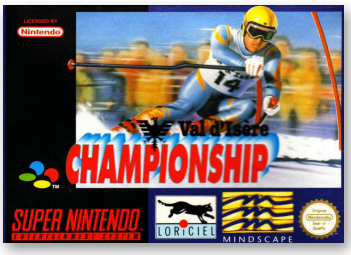
J N P

## Tommy Moe's Winter Extreme: Skiing & Snowboarding

**Developer** Loriciel
**Publisher** Electro Brain, (eu) Mindscape, (jp) Pack-In-V
**Release date** (us) June, 1994
(eu) April 28, 1994
**Genre** Sports
**Mode** 1 Player

Tommy Moe's Winter Extreme: Skiing & Snowboarding is a winter sports video game that uses skiing and snowboarding as extreme sports in either freestyle, training mode, or competition mode.

GamePro assigned the game a rating of 4 out of 5 in their February 1994 issue.




Rarity US: 3
Rarity EU: 2

5.6

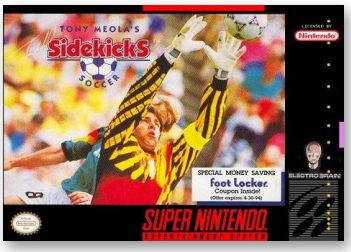
J N

## Tony Meola's Sidekicks Soccer

**Developer** Sculptured Software
**Publisher** Electro Brain, (jp) Pack-In-Video
**Release date** (us) November 1993
**Genre** Sports
**Mode** 1-2 Players

The North American release is named after US goalkeeper Tony Meola. It went under several names in different markets, such as in Latin America under the name Super Copa and in Japan under the name Ramos Rui no World Wide Soccer.

Despite being a soccer game released in various territories, it remains one of the few to never see a European release.



Rarity US: 7
Super Copa: 8

# SHIFT HAPPENS.

Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES,™ it's almost impossible to stop. **KEMCO**

*Coming Soon: Look for GHOST LION, Kemco's new RPG for beginners. SPY vs SPY: Operation Booby Trap, the mad mad world for Game Boy. And KA-BLOOEY, the mind-blowing puzzle game.*

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7.6

## Top Gear

J N P

**Developer** Gremlin Interactive
**Publisher** Kemco
**Release date** (us) April 16, 1992
(eu) November 19, 1992
**Genre** Racing
**Mode** 1-2 Players

The objective of the game is to become the fastest driver in the world by racing other drivers across several nations.

The game were created by the same developers as the similar Lotus series of games released earlier on the Commodore Amiga. The franchise is unrelated to the TV series of the same name.

Rarity US: 1
Rarity EU: 5

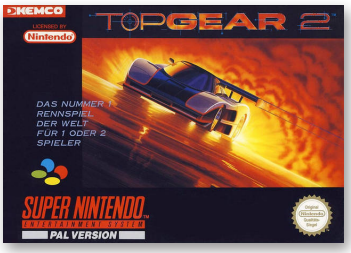
7.7

## Top Gear 2

J N P

**Developer** Gremlin Interactive
**Publisher** Kemco
**Release date** (us) September, 1993
(eu) 1993
**Genre** Racing
**Mode** 1-2 Players

In this sequel, the game becomes more realistic, with a damage diagram on the left side of the screen, slower cars, and the possibility to upgrade the machine. The cars become more difficult to handle and the opponents are faster and tougher than in the previous game. The new addition of weather also plays a role, forcing the player to change from dry to wet tires.




Rarity US: 3
Rarity EU: 7

7.6

## Top Gear 3000

J N P

**Developer** Gremlin Interactive
**Publisher** Kemco
**Release date** (us) February, 1995
(eu) 1995
**Genre** Racing
**Mode** 1-4 Players

Placing this game a thousand years in the future allowed the developers to plausibly include futuristic and improbable technologies, and abandon the relative realism of Top Gear 2.

Car upgrades were more extensive than in Top Gear 2, and "weapons" were featured for the first time in the series.

Rarity US: 5
Rarity EU: 7

Rarity US: 2
Rarity EU: 2

## Total Carnage

6.3

| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | Malibu Games |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Total Carnage is a bloody shooter that plays from a overhead perspective. One to two players can enter a game, and the goal is to shoot all enemies on screen. Each character can face all directions on the screen, and their only ability is to shoot. Different weapons can be collected that will give the players extra power. Each level will have them shooting through small enemies, and they will eventually meet a boss.

N P

Rarity US: 2
Rarity EU: 2

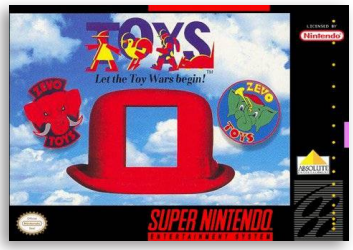
## Toy Story

6.3

| | |
|---|---|
| **Developer** | Traveller's Tales |
| **Publisher** | Disney Int., (eu) Nintendo, (jp) Capcom |
| **Release date** | (us) December, 1995 |
| | (eu) April 25, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Players control Woody through 17 stages that encompass the entire plot of the film. Several obstacles lie between the player and the goal of each level, not least of which is a wide assortment of enemies. Woody is equipped with a pullstring whip, which will temporarily "tie up" opponents, letting Woody pass by unharmed. It cannot, however, kill enemies.

J N P



Rarity US: 5
Rarity UK: 8

## Toys

3.7

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) April, 1993 |
| | (eu) 1993 |
| **Genre** | Action |
| **Mode** | 1 Player |

Toys: Let the Toy Wars Begin is an action game based on the 1992 film Toys starring Robin Williams. Players are involved in a "toy war" between an army of military-style toys fought with a personalized action figure army using toys found in certain places in the game.

Mega described the game as "a poor quality game using a film licence for a plot".

N P

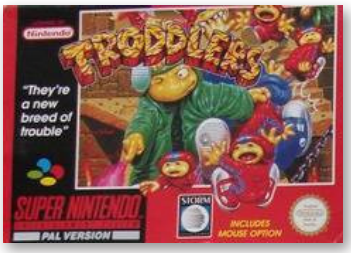
7.6

## Troddlers

N P

**Developer** Atod
**Publisher** Seika Corporation
**Release date** (us) October, 1993
(eu) 1993
**Genre** Puzzle
**Mode** 1-2 Players

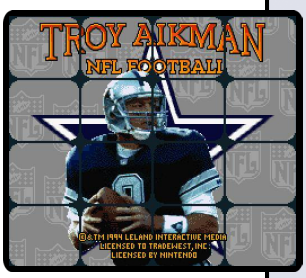
Troddlers is compatible with the SNES Mouse. A player controls a crosshair on the screen. Clicking on an area will result in Hokus or Pokus moving there if it is an area they can reach. Unlike in Lemmings, Troddlers places players in control of a character on the screen, thus adding some platforming elements to game. One of the game's distinguishing features is the ability to magically place and erase building blocks.




Rarity US: 3

5.3

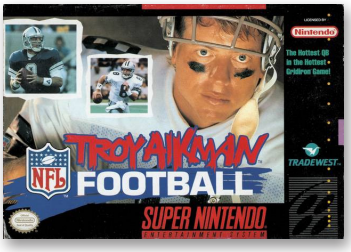
## Troy Aikman NFL Football

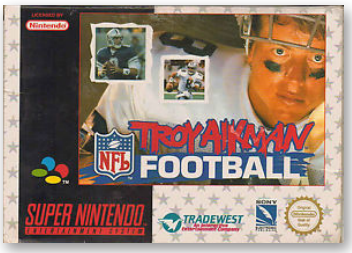


N P

**Developer** Tradewest
**Publisher** Tradewest
**Release date** (us) August, 1994
(eu) 1994
**Genre** Sports
**Mode** 1-2 Players

Players can play exhibition matches, season matches, playoff matches, make their own plays for use on the field, and even make payments to the salaries of every player. Each season schedule can either be customized (to the player's exact specifications) or the player can use the schedule from the 1993 NFL season. There is limited speech from the referee and announcer.

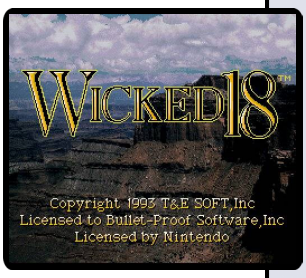



Rarity US: 1

7.5

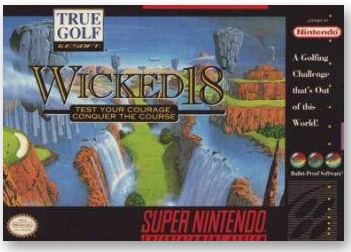
## True Golf: Wicked 18

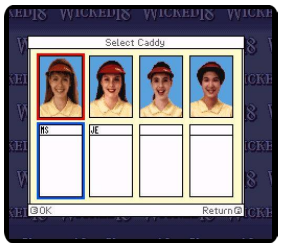


J N

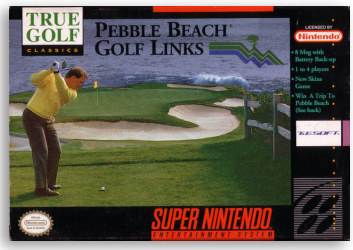
**Developer** T&E Software
**Publisher** Bullet-Proof Software
**Release date** (us) October, 1993
**Genre** Sports
**Mode** 1-2 Players

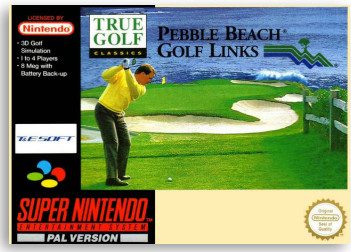
The object is to guide the golf ball through nearly impossible obstacles (lava, statues, extremely steep hills and mountains, omnipresent water hazards, huge sand traps, floating chunks of earth, gorges, cement) as the player tries to score as low as possible in order to win the day. Using the caddy, it is possible to scan the situation before hitting the ball with an analyzer.




Rarity US: 5



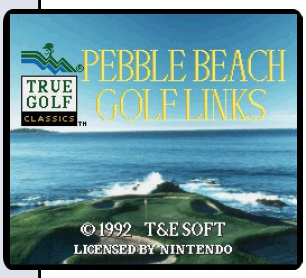

Rarity US: 6
Rarity UK: 8

## True Golf Classics: Pebble Beach Golf Links

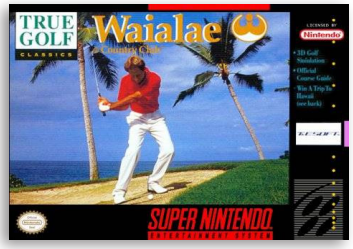
7.3

| | |
|---|---|
| **Developer** | T&E Software |
| **Publisher** | T&E Software |
| **Release date** | (us) April, 1992 |
| | (eu) 1992 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Players take on the challenge of one of the most beautiful and notorious golf courses in the world: Pebble Beach. These eighteen-holes demand accuracy, finesse, and even at times brute strength. The famous beach-side course is littered with sand-bunkers as well as sweeping fairways and cliff-side greens.



J N P



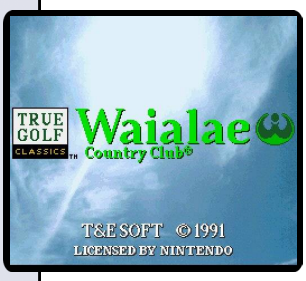
Rarity US: 1

## True Golf Classics: Waialae Country Club

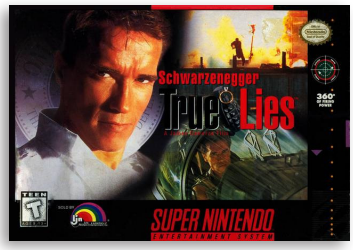
6.3

| | |
|---|---|
| **Developer** | T&E Software |
| **Publisher** | T&E Software |
| **Release date** | (us) November, 1991 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

True Golf Classics: Waialae Country Club, released as New 3D Golf Simulation: Waialae no Kiseki in Japan, is a golfing game. The game is based on the prestigious Waialae Country Club, located in Hawaii. It served as a launch title for the SNES during its American debut. The game is part of T&E Soft's True Golf series.



J N



Rarity US: 2

## True Lies

6.6

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | LJN |
| **Release date** | (us) February, 1995 |
| | (eu) June 29, 1995 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

True Lies is a top-view action shooting game based on the 1994 film of the same title. The player controls Harry Tasker, who is tasked with the duty of foiling the terrorist plot of Salim Abu Aziz. Each stage has a particular series of goals that the player must fulfill before reaching the stage's goal. In addition to enemies, there also civilians that the player must not harm during shoot-outs.

J N P

6.6

J N P

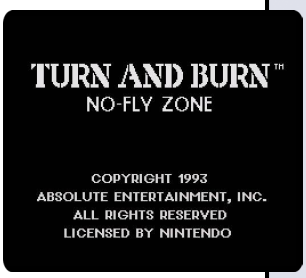
## Tuff E Nuff

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The game starts off with only four characters, but a Boss Code can unlock the other seven characters. The game has three modes: Story Mode, 1-Player to CPU Mode (fighting against each boss individually, except the last one), and Multiplayer Mode. The fighting system is based on buttons: two for kicks and two for punches (light and fierce, respectively).

Rarity US: 2
Rarity EU: 7

7.0



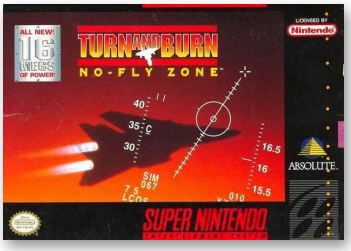
J N P

## Turn and Burn: No-Fly Zone

| | |
|---|---|
| **Developer** | Absolute Entertainment |
| **Publisher** | Absolute Entertainment |
| **Release date** | (us) February, 1994 |
| | (eu) August 8, 1994 |
| **Genre** | Flight simulator |
| **Mode** | 1 Player |

Turn and Burn: No-Fly Zone is a jet flight simulator and the sequel to Turn and Burn: The F-14 Dogfight Simulator, a GameBoy game which also featured the F-14 Tomcat aircraft.

This game is entirely played in first-person perspective, inside the cockpit.



Rarity US: 3
Rarity EU: 7

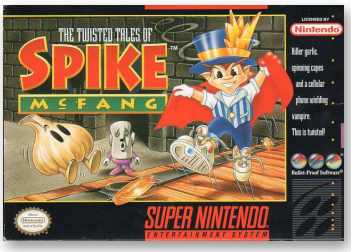
6.8

J N

## The Twisted Tales of Spike McFang

| | |
|---|---|
| **Developer** | Red Entertainment |
| **Publisher** | Bullet-Proof Software, (jp) Naxat Soft |
| **Release date** | (us) June, 1994 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The game is the sequel to the TurboGrafx-16 game Makai Prince Dorabotchan. It follows the adventures of a young vampire, the title character Spike McFang, who is set to battle with the evil zombie general Von Hesler, who attempts to invade his parents' and his friend Camelia's kingdoms.



Rarity US: 8

Rarity US: 1
Rarity EU: 7

## U.N. Squadron

7.9

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) September 9, 1991 |
| | (eu) December, 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

U.N. Squadron is a side-scrolling shooter based on the manga series of the same name, featuring the same main characters. Here, their mission is to stop a terrorist group known as Project 4.

All pilots start out with $3000 and the basic F8 Crusader, and can buy other aircraft as they progress.

J N P

6.2

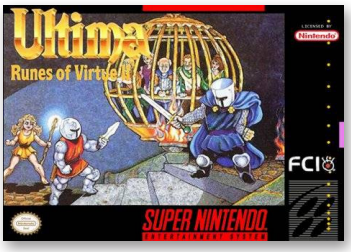
J N

## Ultima: Runes of Virtue II

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | FCI |
| **Release date** | (us) November, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

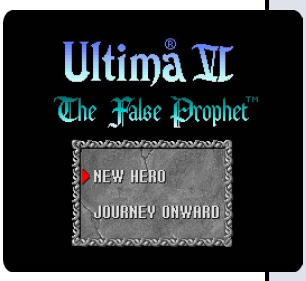
Runes Of Virtue 2 is the sequel to Runes Of Virtue for the GameBoy. Released on the SNES as well as the GameBoy, Runes Of Virtue 2 maintains the action-RPG gameplay as the original. In this game, the Black Knight kidnaps Lord Tholden, simply out of boredom. Lord British sends the player, the Avatar, out to recover Tholden and return peace to Brittania.

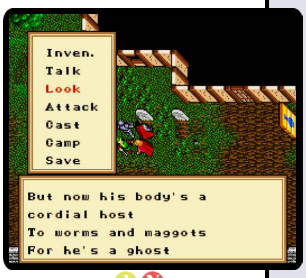
*"mobygames.com"*



Rarity US: 2

6.9




J N

## Ultima VI: The False Prophet

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | FCI |
| **Release date** | (us) April, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Like in the predecessors, the player is free to explore the game world from the beginning of the game, and visit locations in any order. Following the main quest and obtaining specific items and information is necessary to complete the story; however, the player can also opt to bypass a large part of it by using previous knowledge of the game or outside help.

Rarity US: 2

6.6

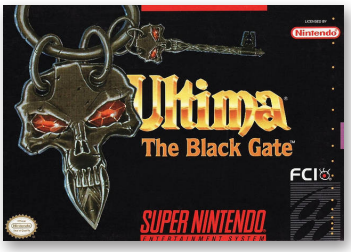
J N

## Ultima VII: The Black Gate

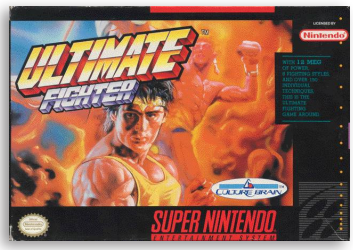
| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | FCI |
| **Release date** | (us) November, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The Black Gate is the first installment of "The Age of Apocalypse," the final story arc of the main Ultima series. It strikes a darker tone than its predecessors, which becomes apparent when one of the first things the player encounters is a blood-soaked, grisly murder scene. Corruption -- in both political and spiritual forms -- is one of the game's major themes.

*"giantbomb.com"*



Rarity US: 5



Rarity US: 5

## Ultimate Fighter

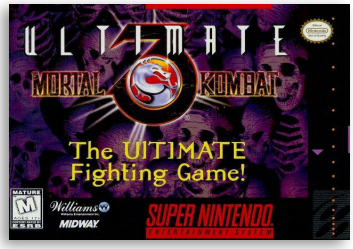
5.9

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (us) June, 1994 |
| **Genre** | Fighting, Beat 'em up |
| **Mode** | 1-8 Players |

Ultimate Fighter is a fighting game, developed by Culture Brain and published by Natsume. It's an updated re-release of Hiryu no Ken S: Golden Fighter, which received a US localization as well as various updates including an option to speed up the game.

The single player mode plays like a brawler with the occasional one-on-one fight against various strong opponents.

J N



Rarity US: 1

## Ultimate Mortal Kombat 3

7.7

| | |
|---|---|
| **Developer** | Avalanche Software |
| **Publisher** | Williams Entertainment, (eu) Acclaim |
| **Release date** | (us) October 1996 |
| | (eu) November 28, 1996 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Ultimate Mortal Kombat 3 (UMK3) is a fighting game in the Mortal Kombat series, originally developed and released by Midway Games to arcades in 1995. It is an update of 1995's earlier Mortal Kombat 3 with an altered gameplay system, additional characters like the returning favorites Kitana and Scorpion who were missing from Mortal Kombat 3, and some new features.

N P

Rarity US: 1
Rarity EU: 5

## Ultraman: Towards the Future

4.6

| | |
|---|---|
| **Developer** | Bec |
| **Publisher** | Bandai |
| **Release date** | (us) October 19, 1991 |
| | (eu) 1994 |
| **Genre** | Fighting |
| **Mode** | 1 Player |

Ultraman: Towards the Future is a multi-platform fighting game based on the contemporary Ultra Series, Ultraman: Towards the Future. As a one-on-one fighting game, Ultraman can punch, kick, and grapple his opponent, in addition to using a variety of various special moves that must be charged.

7.5

J N

## Uncharted Waters

**Developer** Koei
**Publisher** Koei
**Release date** (us) January, 1993
**Genre** Simulation, Role-playing
**Mode** 1 Player

Uncharted Waters, normally released as Daikoukai Jidai, is a popular Japanese video game series produced by Koei under its "Rekoeition" brand. It is a simulation and role-playing video game series dealing with sailing and trading, themed around the Age of Discovery. In the games, the player takes up the role of a captain and manages a seagoing fleet to participate in trades, privateering, exploration, and plain piracy.

Rarity US: 5

8.4

J N

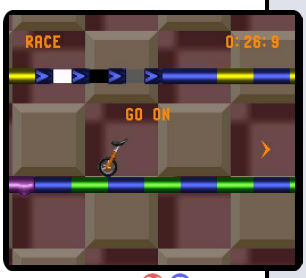
## Uncharted Waters: New Horizons

**Developer** Koei
**Publisher** Koei
**Release date** (us) October, 1994
**Genre** Simulation, Role-playing
**Mode** 1 Player

This game is perhaps the most famous of the series. Even though an English version exists, it still has not managed to achieve the mainstream popularity Pirates! had. There is only a relatively small following outside East Asia. Also set in the 16th century, this game is a sequel to the first title.

Rarity US: 7

7.4



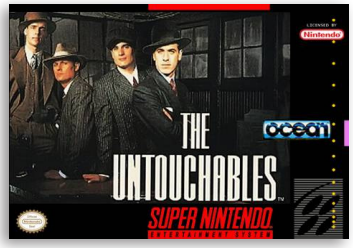

N P

## Uniracers

**Developer** DMA Design
**Publisher** Nintendo
**Release date** (us) June 1, 1994
(eu) April 27, 1995
**Genre** Racing
**Mode** 1-2 Players

Shortly after the game's release, DMA Design was sued by Pixar for allegedly copying the unicycle design and concept from their 1987 short film Red's Dream. Mike Dailly, one of the developers at DMA Design, commented, "The problem with Pixar was that they seemed to think that any computer generated unicycle was owned by them." DMA Design lost the lawsuit and Nintendo had to terminate production of further Unirally cartridges.

Rarity US: 1
Rarity EU: 2



Rarity US: 2

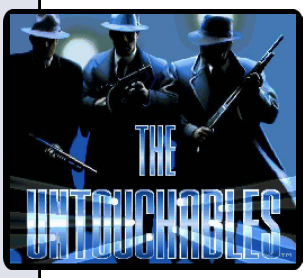
## Untouchables

6.7

| | |
|---|---|
| **Developer** | Ocean Software |
| **Publisher** | Ocean Software |
| **Release date** | (us) August, 1994 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

This version of the The Untouchables is different from the other versions. While the other versions are based on the Brian De Palma film starring Kevin Costner, this version is based on the 1993 remake of the original 1960's series that starred Robert Stack.

Electronic Gaming Monthly gave the Super NES version a 5.8 out of 10, commenting that "This title would have been better if it were Super Scope compatible."



N

Rarity US: 1
Rarity EU: 5

## Urban Strike

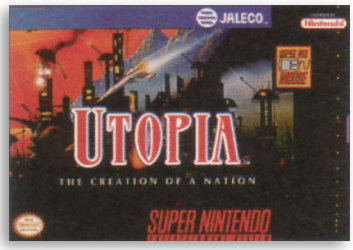
6.7

| | |
|---|---|
| **Developer** | Granite Bay Software |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November, 1995 |
| | (eu) 1995 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Urban Strike is the third game in the Strike series. The game takes place in 2001 and centers around the antagonist H. R. Malone, a millionaire media mogul, ex-presidential candidate, and fanatic cult leader.

Levels consist of several missions, which are based around the destruction of enemy weapons and installations, as well as rescuing hostages, or capturing enemies.

N P



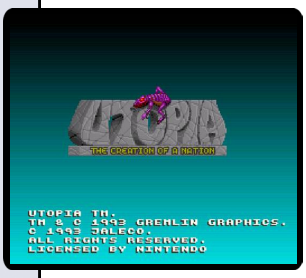
Rarity US: 6
Rarity EU: 5

## Utopia: The Creation of a Nation

6.4

| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | Jaleco |
| **Release date** | (us) September, 1993 |
| | (eu) August, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The game, taking place in the future, on a new planet, is open-ended. It is the player's task to colonize the new planet, manage the colony and raise the quality of life for the citizen in order to reach utopia. Initially the player has a few colonists with a lot to do. The player needs to build everything from scratch.



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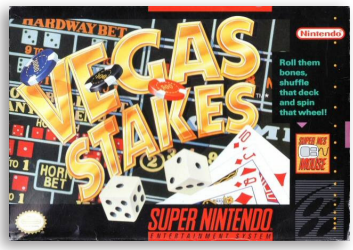
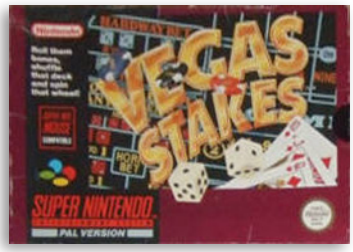



Rarity US: 1
Rarity UK: 7

## Vegas Stakes

6.8

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Nintendo |
| **Release date** | (us) May, 1993 |
| | (eu) 1993 |
| **Genre** | Gambling |
| **Mode** | 1-2 Players |

The game sees the player go to Las Vegas to gamble with $1000. Using that $1000, the player must try to win $10 million at different casinos. The game features Blackjack, Poker, as well as Craps, Roulette, and Slots.

Aside from gambling, the player will also have interactions with the traveling party, and with random casino patrons.

J N P

Rarity US: 1
Rarity EU: 8

## Venom/Spider-Man: Separation Anxiety

6.9

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November, 1995 |
| | (eu) 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Venom/Spider-Man: Separation Anxiety is a side-scrolling beat 'em up and sequel to Spider-Man and Venom: Maximum Carnage. One or two players team up as Spider-Man and Venom to defeat the evil symbiote Carnage. The game boasts a large number of thugs that the player has to defeat.

N P

5.2

J N P

## Virtual Bart

**Developer** Sculptured Software
**Publisher** Acclaim Entertainment
**Release date** (us) September 26, 1994
(eu) 1994
**Genre** Action
**Mode** 1 Player

At a science fair, Bart wanders into a virtual reality exhibit and must pass all the "virtual worlds" (levels) to escape the machine. Passing a set of virtual worlds grants an ending sequence, and completing all the levels without losing all lives remaining wins the game. The format is similar to the previously released Bart's Nightmare, save for the lack of a hub world from which the levels are accessed.

Rarity US: 2

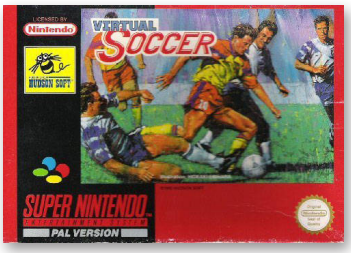
6.6

J P

## Virtual Soccer

**Developer** Probe Entertainment
**Publisher** Hudson Soft
**Release date** (eu) 1994
**Genre** Sports
**Mode** 1-5 Players

The Japanese version featured all clubs from the top division of Japan Professional Football League J. League Division 1 (1994 J. League season), while the European version featured national teams. The player can choose two views, from a left-right perspective or with top-down perspective. There are many other options such as wind control, weather, environment, pitch type and player's velocity.




Rarity EU: x

5.7

J N P

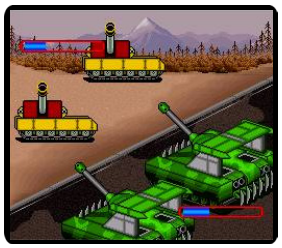
## Vortex

**Developer** Argonaut Games
**Publisher** Electro Brain, (eu) Sony, (jp) Pack-In-Video
**Release date** (us) September, 1995
(eu) 1995
**Genre** Shooter
**Mode** 1 Player

Vortex is one of a few titles designed to use the enhanced graphics of the Super FX powered GSU-1.

The player pilots an experimental mech called the Morphing Battle System against the seven worlds of the Aki-Do Forces. The MBS can transform between four different modes.

Rarity US: 2



Rarity US: 7

## War 2410

6.8

| | |
|---|---|
| **Developer** | Advanced Productions |
| **Publisher** | Advanced Productions |
| **Release date** | (us) December, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The player is in command of the GDA (Global Defense Alliance) and the primary objective for the game's twenty missions is the total annihilation of M.A.R.S. (a group of unsavory superhumans who have turned against their masters), the Orcs, and the Cromes. Each side has infantry, tanks and the air force needed to get the job done. Units differ in movement and attacking range. Some ground units cannot attack air units and vice versa.

N

Rarity US: 6

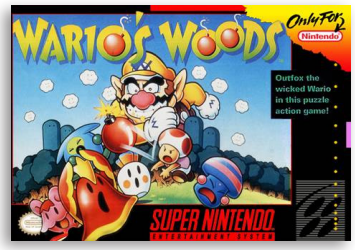
## War 3010: The Revolution

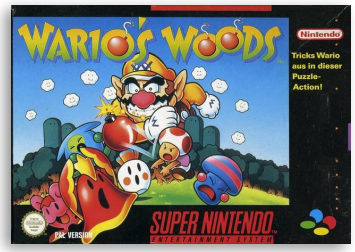
7.7

| | |
|---|---|
| **Developer** | Advanced Productions |
| **Publisher** | Advanced Productions |
| **Release date** | (us) October, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

In order to save humanity (and the rest of the civilized universe), again, the player must command a battle fleet; which was seized from the evil Kyllens by a group of human slaves. A space armada can be maintained each level by upgrading the vessels with the newest weapons and gears. The game uses the same strategy game feel as its prequel; War 2410.

N



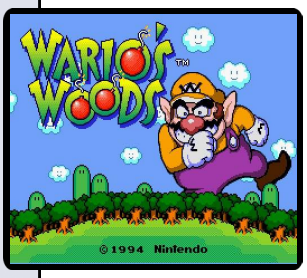

Rarity US: 3
Rarity EU: 5

## Wario's Woods

7.2

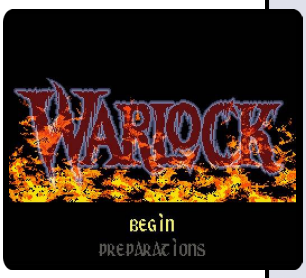
| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) December 10, 1994 |
| | (eu) 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The objective of Wario's Woods is to clear the playing field of monsters of varying colors by using bombs of matching color, which are dropped into the field from the top of the screen. In order to do so, the monsters and bombs must be rearranged by the player such that three or more objects of the same color are placed adjacent to one another in horizontal, vertical, or diagonal rows, with at least one object being a bomb.



N P

5.9

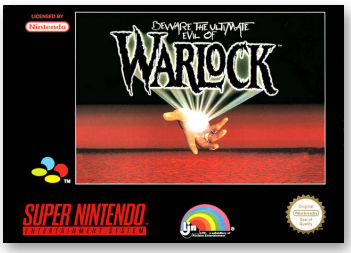


J N P

## Warlock

**Developer** Realtime Associates
**Publisher** LJN
**Release date** (us) March, 1995
(eu) 1994
**Genre** Action-platformer
**Mode** 1 Player

Warlock is a 1995 platform game loosely based upon the horror film series of the same name. As a druid, the player is armed with seven different spells that will aid him in his battle against the Warlock. Up to 255 spells of a certain kind can be carried, although the status bar only shows up to nine.




Rarity US: 2

4.6

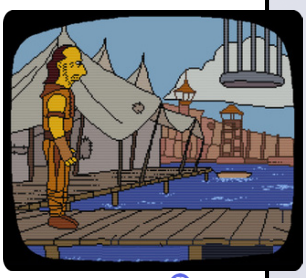
## WarpSpeed

**Developer** Accolade
**Publisher** Accolade
**Release date** (us) December, 1992
(eu) 1993
**Genre** Shooter
**Mode** 1 Player

The premise of WarpSpeed is to rid the current scenario of enemy fighters. The game features gameplay that takes simulates all directions of movement, allowing the player to supposedly travel in 360 degrees in flight; however, the quadrant is laid out in a 2-D configuration so that the player only really travels along an X-axis and a Y-axis.

Rarity US: 3
Rarity EU: 8

4.8



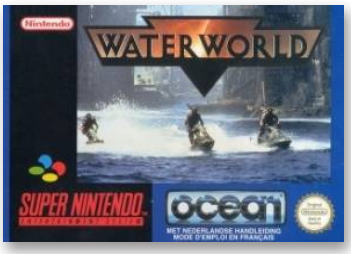
P

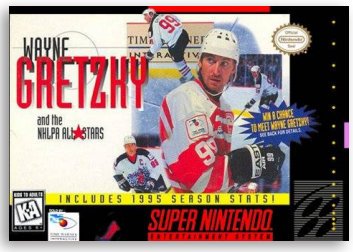
## Waterworld

**Developer** Ocean Software
**Publisher** Ocean Software
**Release date** (eu) 1995
**Genre** Action
**Mode** 1 Player

The game was played from an overhead/isometric perspective with the player controlling the Mariner's boat on the ocean. The point of the game was to destroy the Smokers' boats and dive for sunken artifacts, at which point the game switches to a side on perspective so that the player can directly control the Mariner underwater.

It was only released in PAL territories, but an NTSC version had been scheduled for release in 1995.





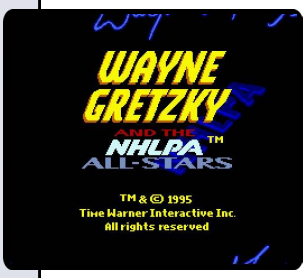
Rarity US: 2

## Wayne Gretzky and the NHLPA All-Stars

5.1

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Time Warner Interactive |
| **Release date** | (us) December, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Players can play in exhibition mode, regular season mode, playoff mode, and even listen to stereotypical music of each nation in the sound test mode. Players can also have the CPU play some or all of their regular season, but the computer will lose more games than win them so it's important to play as many games as possible manually.



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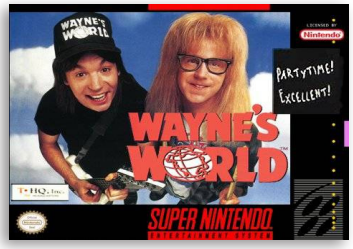
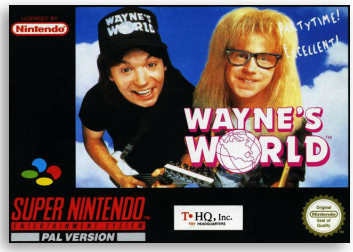


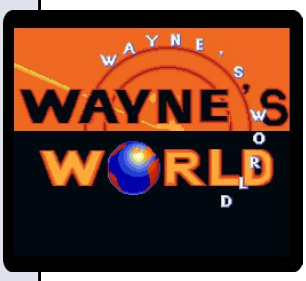

Rarity US: 2

## Wayne's World

2.9

| | |
|---|---|
| **Developer** | Gray Matter |
| **Publisher** | THQ |
| **Release date** | (us) April, 1993 |
| | (eu) 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Wayne's World is an action game based on the film Wayne's World. In the NES and GameBoy games, the player controls both Wayne and Garth in different levels; however, the SNES version had only Wayne as a playable character. In the former, Garth's main attack is a laser gun and Wayne has a kick. In the SNES version, Wayne uses his guitar as a weapon.



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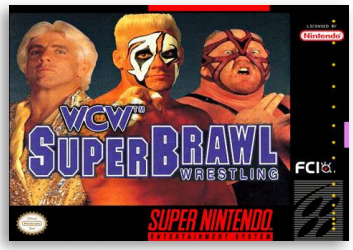


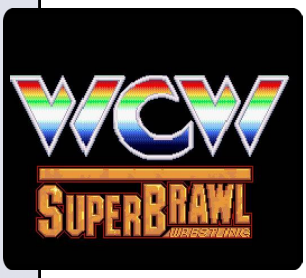
Rarity US: 2

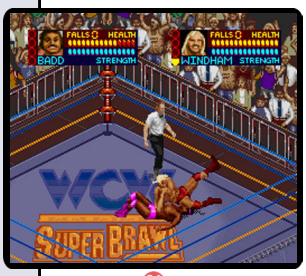
## WCW SuperBrawl Wrestling

5.7

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | FCI |
| **Release date** | (us) November, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The gameplay takes place from a ¾ overhead perspective. Each wrestler shares a moveset in the game, with the exception of their signature moves. Modes of play include singles, tag team, an eight-man singles tournament, a tag team tournament between four teams, and the "Ultimate Challenge," where a player must defeat every other wrestler in the game.



N

6.6

N P

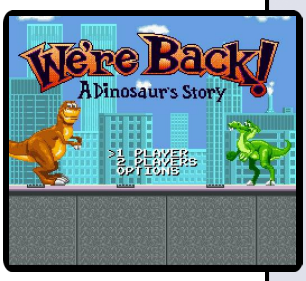
## Weaponlord

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Namco |
| **Release date** | (us) September, 1995 |
| | (eu) 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Project leads James Goddard and Dave Winstead aimed to design a title for enthusiasts of the fighting game genre. Unlike many other fighting games of the time, WeaponLord was designed specifically for home consoles and was one of the first fighting games optimized for online play. It has also been cited as the basis for Namco's Soul Edge/Calibur series.

Rarity US: 2

5.3



N P

## We're Back! A Dinosaur's Story

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) November, 1993 |
| | (eu) 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

We're Back! A Dinosaur's Story is a platformer game based on the 1993 movie of the same name. The player takes the intelligent Tyrannosaurus, Rex, through various stages full of obstacles and enemies to get around. Rex doesn't bite people, but he can throw rocks at enemies until they vanish in shame.

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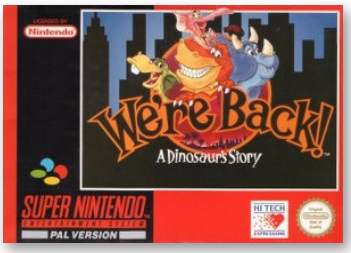
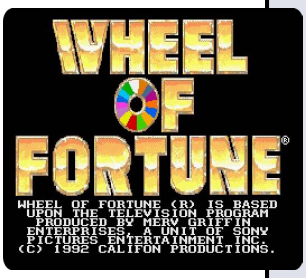



Rarity US: 2
Rarity DE: 7

5.4



N

## Wheel of Fortune: Featuring Vanna White

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (us) September, 1992 |
| **Genre** | Game show |
| **Mode** | 1-3 Players |

Wheel of Fortune is an adaptation of Merv Griffin's word puzzle quiz show that allows for up to three players with a pass-and-play system. Players take it in turn to spin the wheel and guess the Hangman-esque puzzles by revealing letters until the answer becomes clear.

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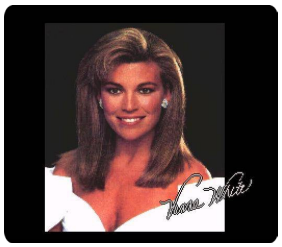

Rarity US: 3

Rarity US: 1

## Wheel of Fortune Deluxe!

5.3

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (us) April, 1994 |
| **Genre** | Game show |
| **Mode** | 1-3 Players |

Wheel of Fortune Deluxe Edition is the updated version of the original SNES and Genesis version, simply called Wheel of Fortune. While the original was also released on the Genesis, the Deluxe Edition was only released on the SNES. This updated version contains over 4000 new puzzles. The game also features digitized voices.

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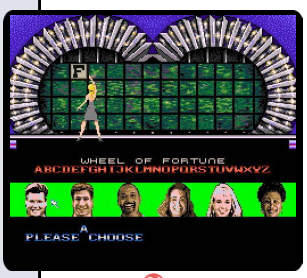


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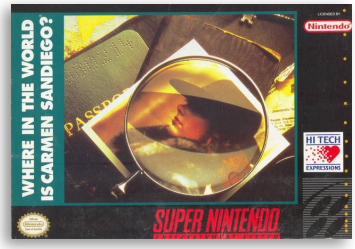
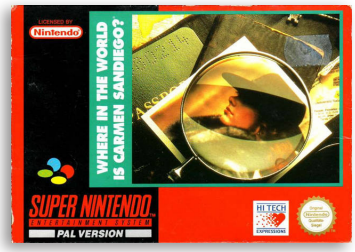


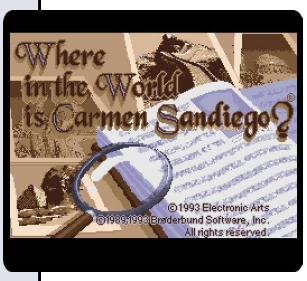

Rarity US: 2
Rarity DE: 7

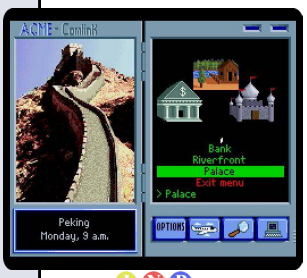
## Where in the World Is Carmen Sandiego?

6.0

| | |
|---|---|
| **Developer** | EA Canada |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) June, 1993 |
| | (eu) October, 1993 |
| **Genre** | Edutainment, Adventure |
| **Mode** | 1 Player |

Where in the World is Carmen Sandiego? is the first game in the Carmen Sandiego edutainment series of adventure games from Broderbund Software. In this game, the player is cast in the role of a detective tasked with solving thefts committed by members of V.I.L.E., a criminal organization headed by the mysterious Carmen Sandiego.




J N P

Rarity US: 3

## Where in Time is Carmen Sandiego?

5.5

| | |
|---|---|
| **Developer** | EA Canada |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) May, 1993 |
| **Genre** | Edutainment, Adventure |
| **Mode** | 1 Player |

Where in Time is Carmen Sandiego? is a high-concept sequel in the educational Carmen Sandiego franchise in which players are tasked with traveling through time and around the world to locate and capture a number of criminals.

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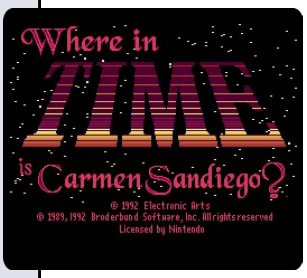

N

6.9

J P

## Whirlo

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (eu) 1992 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Whirlo is a sequel to Valkyrie no Bōken: Toki no Kagi Densetsu and features Krino Xandra (known as Whirlo in Europe), a secondary character from the first game, in a starring role. While the character designs by Hiroshi Fuji give the game the appearance of a picture book, the degree of difficulty is high, and there are many "bad ending" scenarios.

Rarity ES: 8

6.1

N P

## Whizz

| | |
|---|---|
| **Developer** | Flair Software |
| **Publisher** | Titus Software |
| **Release date** | (us) November 1, 1996 |
| | (eu) 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Whizz is a isometric platformer-puzzle game developed by Flair featuring a white rabbit in a magician's outfit racing to get through levels before time runs out.

In each level of a world (there are four levels for each world) there is a hidden Rocket, which will award 1000 points for launching it and an extra life when all four are launched in a world.

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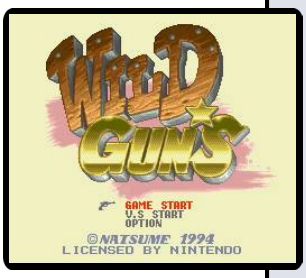
Rarity US: 6
Rarity EU: 8

7.9



J N P

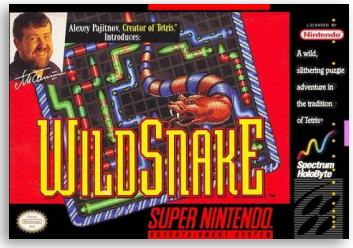
## Wild Guns

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) July 4, 1995 |
| | (eu) October 30, 1996 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Wild Guns is a fixed-view western steampunk shooting gallery game. The objective is to seek revenge against a murderous gang that killed the family member of one of the playable characters.

The is similar to Cabal. The controls also share a similar element to the 1990 video arcade game Blood Bros.

Rarity US: 6
Rarity EU: 7



Rarity US: 5

## WildSnake

7.8

| | |
|---|---|
| **Developer** | Manley & Associates |
| **Publisher** | Spectrum HoloByte |
| **Release date** | (us) September, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

WildSnake is a puzzle game inspired by Tetris. Snakes of varying colors and lengths fall from the top of the screen and slither to the bottom. The goal is to clear out the snakes by touching two of the same color. WildSnake was designed by Alexey Lysogorov and presented by Alexey Pajitnov.

The game include 4 backgrounds and 7 grid types and 2 player mode.

J N

Rarity US: 2
Rarity EU: 7

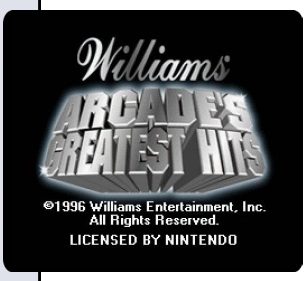
## Williams Arcade's Greatest Hits

7.0

| | |
|---|---|
| **Developer** | Digital Eclipse Software |
| **Publisher** | Midway Games |
| **Release date** | (us) October, 1996 |
| | (eu) January 8, 1997 |
| **Genre** | Compilation |
| **Mode** | 1-2 Players |

Williams Arcade Classics is a compendium of six of Williams' best games from their hey-days in the arcades. It featured: Joust, Robotron, Defender, Defender 2 and Sinistar.

The game feature highscores and unlimited continues.



N P

Rarity US: 1
Rarity EU: 2

## Wing Commander

6.6

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | Mindscape |
| **Release date** | (us) November, 1992 |
| | (eu) 1993 |
| **Genre** | Simulator, Shooter |
| **Mode** | 1 Player |

Wing Commander is the eponymous first game in Chris Roberts' science fiction space simulation franchise Wing Commander by Origin Systems.

The game was a marked departure from the standard formula, bringing space combat to a level approaching the Star Wars films. Set in the year 2654 it was characterized by Chris Roberts as "World War II in space."

J N P

*Top Game Honors From*
OMNI
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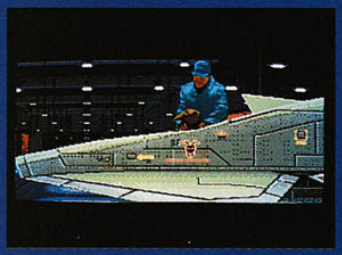
Computer Gaming World
Games Magazine
Game Players Magazine

# Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens

More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie

Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi

Trounce the Kilrathi and be a hero-Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.

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WING COMMANDER®
The 3-D Space Combat Simulator

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# WING COMMANDER THE SECRET MISSIONS

With all the action and adventure of the original blockbuster, **Wing Commander** - winner of five "Game of the Year" awards - **The Secret Missions** draws you into a futuristic space conflict with a new look and a new feel!

The evil Kilrathi Empire is back with a vengeance... and it's up to you to settle the score once and for all!

The amazing 3-D combat game enables players to venture into deep space and engage the enemy in fantastic realistic battles! Movie-like transition scenes, incredible scaling and new animations take gamers to new levels of excitement!

Experience sixteen new missions with unparalleled intensity, stunning new graphics and four new attack ships equipped with revolutionary weapons of massive destructive capability.

*'It's fast and rarely short of action'*
**Game Zone**
*'Very Very playable.....an excellent concept and well portrayed'*
**Super Action**
*'Fans of this style of game shouldn't be disappointed'*
**SNES Force**
*'With new movie-like scenes between missions, not to mention a wider range of ojbectives, this game will definately be worth checking out for Wing Commander Fans'*
**Super Control**

| **Scores:** | | | | |
|---|---|---|---|---|
| | Power Unlimited | 85% | Super Action | 83% |
| | Game Zone | 80% | NMS | 72% |
| | SNES Force | 82% | | |

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# MINDSCAPE

6.7

N P

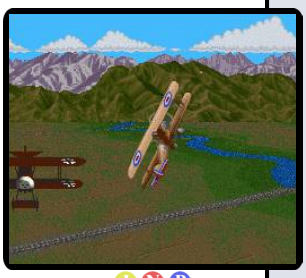
## Wing Commander: The Secret Missions

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | Mindscape |
| **Release date** | (us) September, 1993 |
| | (eu) October, 1993 |
| **Genre** | Simulator, Shooter |
| **Mode** | 1 Player |

Wing Commander: The Secret Missions is a expansion for the original Wing Commander, in which the player is a new pilot who helps the Terran Confederation defeat their enemies, the ruthless cat-like alien race known as the Kilrathi.

Rarity US: 5
Rarity EU: 2

5.7



J N P

## Wings 2: Aces High

| | |
|---|---|
| **Developer** | Malibu Interactive |
| **Publisher** | Namco |
| **Release date** | (us) October, 1992 |
| | (eu) January 21, 1993 |
| **Genre** | Flight simulator |
| **Mode** | 1 Player |

Wings 2: Aces High is the SNES sequel to the Amiga game Wings that takes place during World War I. A realistic aerodynamics system is used in the game that replicates the physics of a World War I biplane. Many of the loop-de-loops that are possible in modern aircraft were not possible given the limited speed and velocity of the early 20th century flying machines.

Rarity US: 1
Rarity EU: 2

8.2

P

## Winter Gold

| | |
|---|---|
| **Developer** | Funcom |
| **Publisher** | Nintendo |
| **Release date** | (eu) November 28, 1996 |
| **Genre** | Sports |
| **Mode** | 1-8 Players |

Winter Gold is a winter sports game with events like bobsled, ski jump and snow boarding, all in a 3D graphics environment, using the Super FX chip.

Both single player and multi player options are available; players can play with up to eight people in compete mode.

Rarity EU: 5

Rarity US: 5

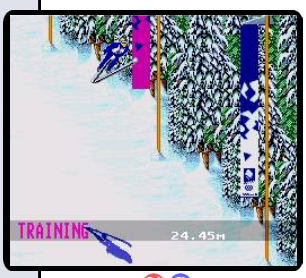
## Winter Olympic Games: Lillehammer '94

6.1

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | U.S. Gold |
| **Release date** | (us) February, 1994 |
| | (eu) February 24, 1994 |
| **Genre** | Sports |
| **Mode** | xxx |

Winter Olympics: Lillehammer '94 is an Olympics sports simulator released for multiple home systems. It was produced to coincide with the 1994 Winter Olympic Games in Lillehammer, Norway.

The game features ten different events from the Winter Olympic.




N P

Rarity US: 7

## The Wizard of Oz

3.0

| | |
|---|---|
| **Developer** | Manley and Associates |
| **Publisher** | Seta |
| **Release date** | (us) October 5, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The Wizard of Oz is a SNES game which is loosely based on the classic movie The Wizard of Oz. The object in the game is to defeat the Wicked Witch of the West that is trying to take Dorothy's ruby slippers so that Dorothy can return to Kansas.

Dorothy Gale travels to places like Shy Village, Gamboge Gorge, Maize Meadow, Saffron Fields, Xanthin Farms, Citron City, The Red Country, and Cinnabar City.

N

Rarity US: 3

## Wizardry V: Heart of the Maelstrom

7.0

| | |
|---|---|
| **Developer** | ASCII |
| **Publisher** | Capcom |
| **Release date** | (us) April, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The fifth entry in the Wizardry series is a wholly independent adventure taking the series' formula and pitting the player against the threat of great evil dwelling within a vast maze beneath a castle. Only the brave need apply in delving into the mysteries surrounding the Heart of the Maelstrom.

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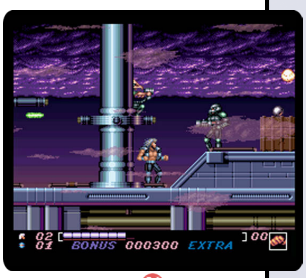
J N

6.5

## Wolfchild




N

| | |
|---|---|
| **Developer** | Core Design |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) June, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Wolfchild revolves around biotechnology researcher Kal Morrow and his son Saul. When the former is kidnapped by the evil Chimera organization, Saul uses one of his father's inventions to turn himself into a wolf-human hybrid that may be capable of defeating Chimera.

The action is viewed from the side and scrolls in eight directions. The player must guide Saul through five levels, shooting various monsters.

Rarity US: 2

6.5

## Wolfenstein 3D

J N P

| | |
|---|---|
| **Developer** | Imagineer |
| **Publisher** | Imagineer |
| **Release date** | (us) March, 1994<br>(eu) 1994 |
| **Genre** | First-person shooter |
| **Mode** | 1 Player |

This adaptation of the first-person shooter Wolfenstein 3D is not a straight port, but a remix with substantial changes as well as new additions. While the basic gameplay of exploring levels, shooting enemies, collecting treasures, keys and power-ups remain the same, only half of the original game's 60 levels have been retained.

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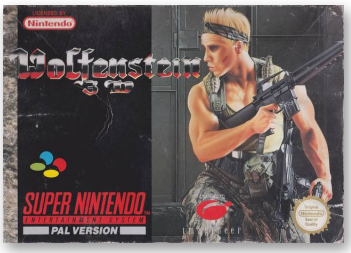



Rarity US: 7
Rarity EU: 5

5.6

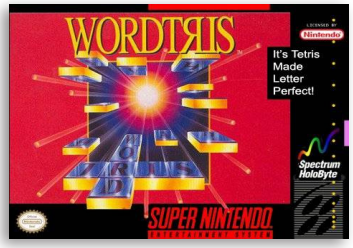
## Wolverine: Adamantium Rage

J N P

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | LJN |
| **Release date** | (us) November, 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

The game follows Wolverine as he receives a mysterious transmission via computer. Someone or something has information about his past and arranges for them to meet at an undisclosed location in Canada. It's here where the game's first stage begins: a laboratory teeming with armed guards and sentry robots.

Rarity US: 1



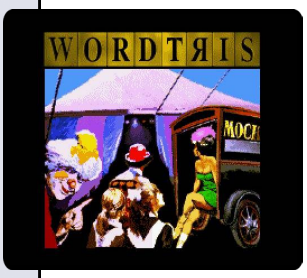
Rarity US: 5

# Wordtris

5.8

| | |
|---|---|
| **Developer** | Bullet-Proof Software |
| **Publisher** | Spectrum HoloByte |
| **Release date** | (us) November, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Wordtris, stylized as WORDTЯIS, is a Tetris offshoot designed by Alexey Pajitnov. The object of the game is to build words of three letters or more using the tiles that fall from the top of the playing area. Words can be constructed horizontally or vertically, and multiple words can overlap each other. If the player manages to construct the magic word at the top of the screen, the well will be cleared of all tiles and the player will receive a large bonus.



7.0

J P

## World Class Rugby

| | |
|---|---|
| **Developer** | Audiogenic |
| **Publisher** | Imagineer, (jp) Misawa |
| **Release date** | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

World Class Rugby is a rugby game developed by Denton Designs and published by Audiogenic Software for multiple platforms in Europe and Australia. The game was eventually licensed to Japanese publisher Misawa which produced a SNES version of the game two years later that used Mode 7 for its top-down perspective and various cartoon depictions of rugby players on the title screen and half-time screens. This version was eventually ported back to Europe via Imagineer.

Rarity UK: 5

6.8

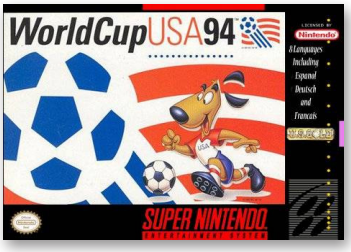
J N P

## World Cup USA '94

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | U.S. Gold |
| **Release date** | (us) June, 1994 |
| | (eu) May 26, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game is viewed from a bird's eye-view perspective. Game time may be customised from as short as a minute per half to the full regular 45 minutes.

This was the last official FIFA World Cup franchise game before Electronic Arts acquired the rights in 1996 for the FIFA Soccer series.



Rarity US: 3

6.6

J N P

## World Heroes

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (us) September, 1993 |
| | (eu) 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

World Heroes is a versus fighting game. It features a cast of characters from different countries and time periods, ranging from ninjas to a cybernetic super-soldier. The player selects a character who then fights his way through standard one-on-one matches or takes on an opponent in a Deathmatch, where spiked walls and landmines add to the danger.

*"mobygames.com"*

Rarity US: 1

Rarity US: 2

## World Heroes 2

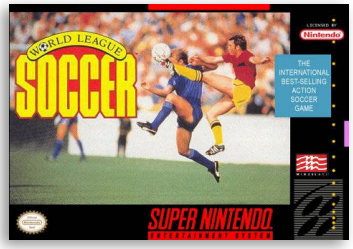
7.0

| | |
|---|---|
| **Developer** | Saurus |
| **Publisher** | Takara |
| **Release date** | (us) September, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The time-traveling tournament fighters are back. The original eight characters from the previous game return, along with six new characters hand-picked from several different eras and locations all through time. In order to find out who or what is behind this new tournament, the strongest fighter must defeat all the opponents, win the title, and face the one who has all the answers.

*"mobygames.com"*

J N



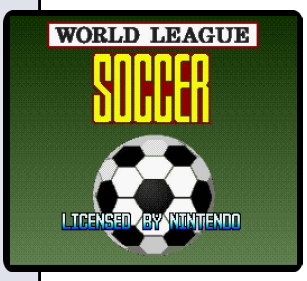
Rarity US: 3

## World League Soccer

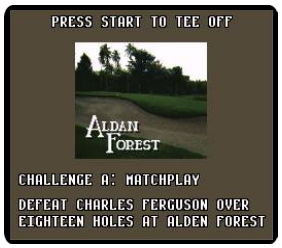
7.2

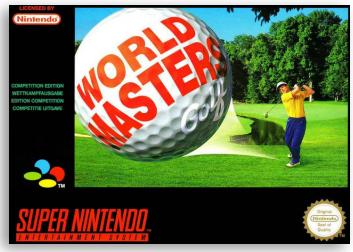
| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Mindscape, (jp) Imagineer |
| **Release date** | (us) April, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

World League Soccer, known in Japan as Pro Soccer, is a arcade-like soccer game. This video game was ported from the original Amiga version called Kick Off 2; which was one of the most popular soccer game of the early 1990s. The game features a full tournament mode in addition to four different pitches (including a plastic pitch which caused controversy in the 1980s for some English football clubs).



J N



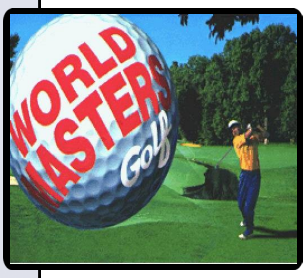




## World Masters Golf

5.0

| | |
|---|---|
| **Developer** | Arc Developments |
| **Publisher** | Virgin Interactive |
| **Release date** | (eu) November 23, 1995 |
| **Genre** | Sports |
| **Mode** | 1-8 Players |

World Masters Golf features four gouraud shaded courses in order to produce continuous shading of surfaces represented by polygon meshes. Modes of gameplay are: tournament, match play, and practice. There are created golfers and the option for the player to create his own. The game allows golf handicapping. Up to eight players can play. There is a Mode 7 view camera that follows the ball after it is hit.



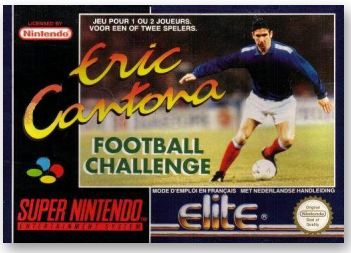
P

6.5

## World Soccer '94: Road to Glory

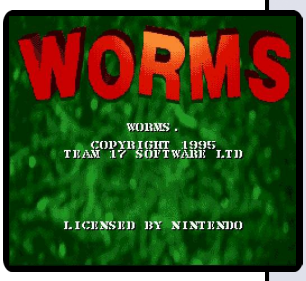
| | |
|---|---|
| **Developer** | Rage Software |
| **Publisher** | Elite, (us) Atlus |
| **Release date** | (us) December 1, 1993<br>(eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

World Soccer '94: Road to Glory, also known as Striker in Europe, Eric Cantona Football Challenge in France and World Soccer in Japan, lets the player choose from five different modes, including indoor soccer, and then pick from 64 different international teams, all with different strengths and weaknesses.




Rarity US: 5

5.9



P

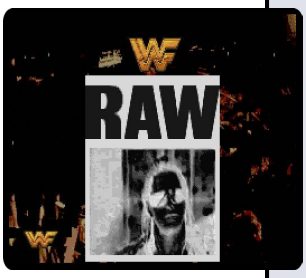
## Worms

| | |
|---|---|
| **Developer** | Team 17 |
| **Publisher** | Ocean Software |
| **Release date** | (eu) September 29, 1996 |
| **Genre** | Strategy |
| **Mode** | 1-4 Players |

Worms is a turn-based strategy game. It features up to 4 teams of 4 worms, aiming to destroy the others on a generated terrain. Each worm has 100 hit points, and dies when his hit points fall to 0. Gameplay is turn-based. Each turn, the player can control one specific worm from his team. There are 10 styles of terrain, ranging from forests and deserts to Candy land and the moon.

*"thegamesdb.net"*

7.0



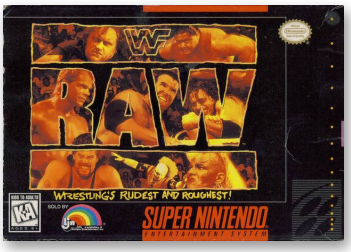
N P

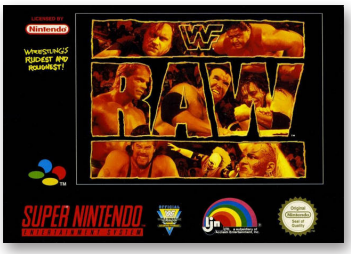
## WWF RAW

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | LJN |
| **Release date** | (us) November, 1994<br>(eu) December, 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

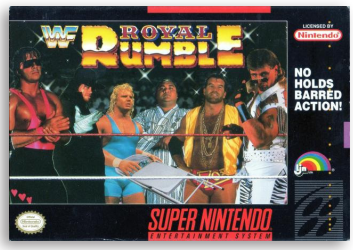
WWF Raw is a professional wrestling game featuring up to twelve superstars from the World Wrestling Federation: Bret "Hit Man" Hart, Bam Bam Bigelow, 1-2-3 Kid, Diesel, Doink, Lex Luger, Luna Vachon, Owen Hart, Razor Ramon, Shawn Michaels, Undertaker, and Yokozuna.

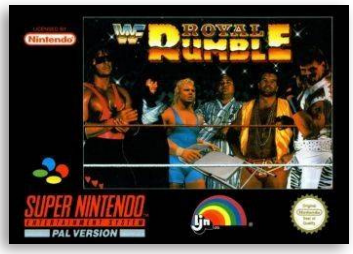
*"mobygames.com"*




Rarity US: 1




Rarity US: 1

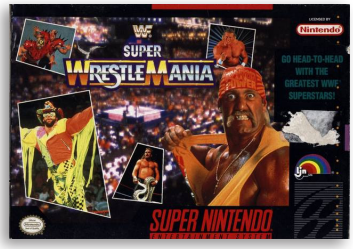
## WWF Royal Rumble

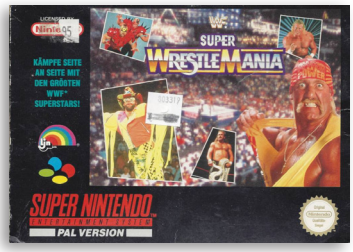
7.1

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | LJN |
| **Release date** | (us) June, 1993 |
| | (eu) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Like its predecessor, WWF Super WrestleMania it is based on the World Wrestling Federation. It features a variety of match types, including the newly added Royal Rumble match. The game's roster consists of wrestlers who were top stars in the WWF at the time, and each version of the game has five exclusive playable characters.

J N P



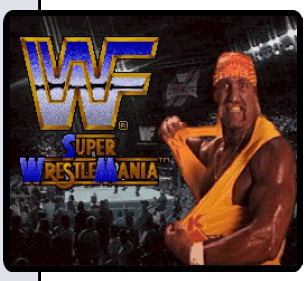

Rarity US: 1

## WWF Super WrestleMania

5.9

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | LJN |
| **Release date** | (us) February 12, 1992 |
| | (eu) November 22, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

WWF Super WrestleMania is a multiplatform wrestling video game based on the WWF. All wrestlers share the same set of standard professional wrestling moves like scoop slams, suplexes, dropkicks, clotheslines, hip tosses, and elbow drops. Gameplay modes consist of one-on-one, tag team, and four-on-four Survivor Series elimination matches.



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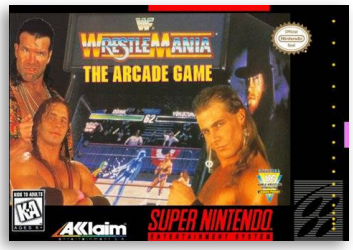
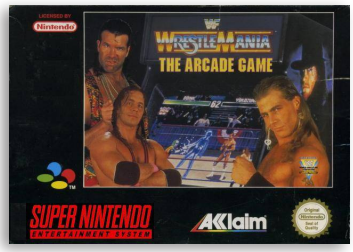


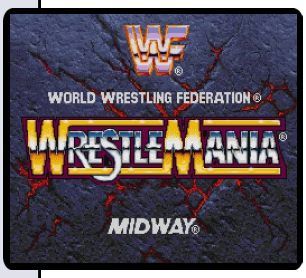

Rarity US: 2

## WWF WrestleMania: The Arcade Game

6.8

| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | Acclaim Entertainment |
| **Release date** | (us) November, 1995 |
| | (eu) January 25, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Despite being based on professional wrestling, WrestleMania's digitized graphics and fast-paced gameplay make it more of a fighting game than a wrestling game inspired by the Mortal Kombat series. What separates this game from previous and future WWF/WWE video games is its over the top and very cartoonish attacks.



J N P

6.0

## Xardion

J N

**Developer** Jorudan
**Publisher** Asmik
**Release date** (us) April, 1992
**Genre** Action-platformer
**Mode** 1 Player

While possessing the typical qualities of action platformers at the time it was made, Xardion made use of a few novel elements. Additionally, the game had a role-playing element where experience points could be accrued by defeating enemies and bosses, and each level up increased the player's maximum life and special ability points. During the game, the player takes control of one of three available robot forms.

Rarity US: 6

6.1

## X-Kaliber 2097

J N P

**Developer** Fupac, Winds
**Publisher** Activision, (eu) Sony, (jp) Toshiba EMI
**Release date** (us) February, 1994
(eu) December, 1994
**Genre** Platformer
**Mode** 1-2 Players

The game takes place in the near-anarchic future of the year 2097, in which the world's economy has been devastated, governments have collapsed, and organized crime has gained dramatic influence. The player guides a swordsman named Slash through a side-scrolling environment. Boss encounters take place as one-on-one matches in the style of versus fighting games.

Rarity US: 2

7.3

## X-Men: Mutant Apocalypse

J N P

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) November, 1994
(eu) 1995
**Genre** Beat-'em-up
**Mode** 1 Player

The player takes control of five X-Men who each have their own objectives on Genosha. Each of the X-Men have different moves and capabilities activated by certain control combinations. The player has a limited number of lives that count for all five X-Men and not one individually. The levels may be played in any order. At the end of each level, a boss must be battled and defeated.

Rarity US: 2

Rarity US: 3
Rarity SCN: 8

## X-Zone

| | |
|---|---|
| **Developer** | Kemco |
| **Publisher** | Kemco |
| **Release date** | (us) November, 1992 |
| | (eu) June 24, 1993 |
| **Genre** | Light-gun |
| **Mode** | 1 Player |

X-Zone was one of the few games to support the Super Scope light gun. The players assume the role of a soldier in flying power-armor assigned to destroy an army of malfunctioning defense robots commanded by a sentient bio-computer in its sudden war against humanity.

5.2

J N P


# GET'EM BY THE CROSS HAIRS.

Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

KEMCO

*Also: Gear up and go for it with Top Gear, the #1 Super NES™ race game. Phalanx, the hyperspeed Super NES™ shootout in space. And Dr. Franken, Kemco's new monster hit for Game Boy.®*

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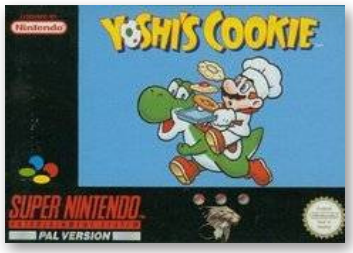
6.6

J N P

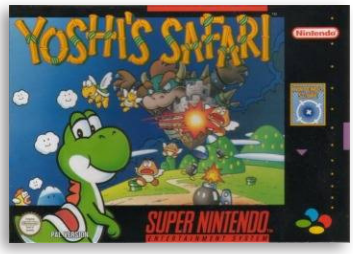
# Yoshi's Cookie

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (us) April 1, 1993 |
| | (eu) 1993 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Yoshi's Cookie is a tile-matching game in which the player is given a playing field populated with cookies of five various types, arranged in a rectangular grid. The main objective of each level is to clear the playing field of all the cookies. The player mixes and matches the cookies such that entire rows or columns consist only of cookies of the same type.




Rarity US: 1
Rarity EU: 8




Rarity US: 1
Rarity EU: 5

## Yoshi's Safari

6.6

| | |
|---|---|
| **Developer** | Nintendo R&D1 |
| **Publisher** | Nintendo |
| **Release date** | (us) September 3, 1993 |
| | (eu) 1993 |
| **Genre** | Light-gun |
| **Mode** | 1-2 Players |

In this game, Mario and Yoshi have to save King Fret and his son Prince Pine of Jewellery Land from Bowser and his Koopalings. Unlike most Mario games, it is a rail shooter, with support for the Super Scope light gun. The game is played from the perspective of Mario, riding on Yoshi's back.

J N P

Rarity US: 3

## Young Merlin

6.2

| | |
|---|---|
| **Developer** | Westwood Studios |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) March 18, 1994 |
| | (eu) May 31, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Young Merlin follows a young Merlin as he enlists the help of the Lady of the Lake to help him defeat the evil Shadow King.

The game was praised by N-Force Magazine who gave the game a review score of 92% and described it as the next Zelda.

N P

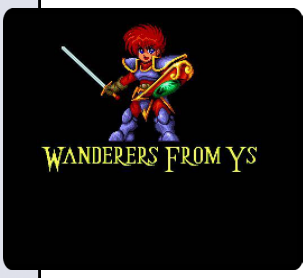
Rarity US: 3

## Ys III: Wanderers from Ys

6.9

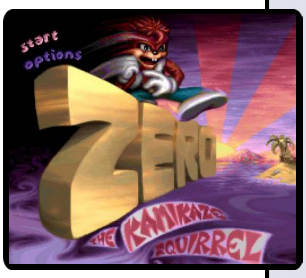
| | |
|---|---|
| **Developer** | Tonkin House |
| **Publisher** | American Sammy |
| **Release date** | (us) January 10, 1992 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The perspective of Ys III is a sharp departure from the previous two games. Instead of the previously used top-down camera view, Ys III uses a side-scrolling platformer presentation. Auto-attack is removed; the player must push a button to make Adol attack enemies. As in previous entries, however, neither the player character nor the enemies have temporary invincibility.



J N

6.7



N P

## Zero the Kamikaze Squirrel

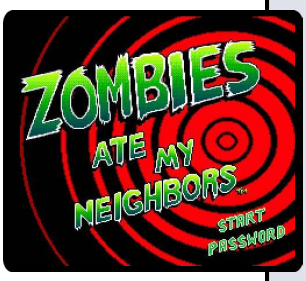
| | |
|---|---|
| **Developer** | Iguana Entertainment |
| **Publisher** | SunSoft |
| **Release date** | (us) November 1, 1994 |
| | (eu) March 30, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Zero the Kamikaze Squirrel is a spin-off of the Aero the Acro-Bat series. The main star is Zero, Aero's rival from the previous games.

The plot begins halfway through the plot of Aero the Acro-bat 2. Zero receives a telegram from his old girlfriend Amy telling him that an evil lumberjack named Jacques Le Sheets has invaded Stony Forest.

Rarity US: 8
Rarity DE: 8

7.9



N P

## Zombies Ate My Neighbors

| | |
|---|---|
| **Developer** | LucasArts |
| **Publisher** | Konami |
| **Release date** | (us) September 24, 1993 |
| | (eu) January 27, 1994 |
| **Genre** | Run and gun |
| **Mode** | 1-2 Players |

One or two players take control of protagonists Zeke and Julie in order to rescue the titular neighbors from monsters often seen in horror movies. Aiding them in this task are a variety of weapons and power-ups that can be used to battle the numerous enemies in each level. Various elements and aspects of horror movies are referenced in the game with some of its more violent content being censored in various territories.

Rarity US: 1
Rarity EU: 2

5.9

J N P

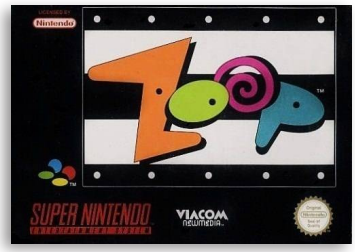
## Zool

| | |
|---|---|
| **Developer** | Gremlin Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) June 1, 1993 |
| | (eu) 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is a pure platform game, relying on smooth, fast-moving gameplay. Its protagonist is Zool, a gremlin "Ninja of the Nth Dimension" who is forced to land on Earth; in order to gain ninja ranking, he has to pass seven lands, beating a boss at the end of each of them.

Zool was intended as a rival to Sega's Sonic the Hedgehog.

Rarity US: 3
Rarity EU: 5



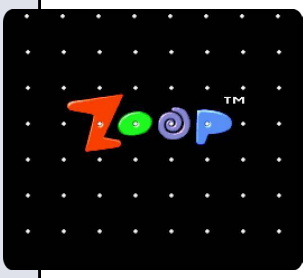

Rarity US: 2

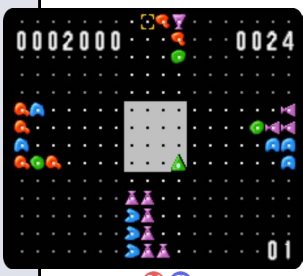
## Zoop

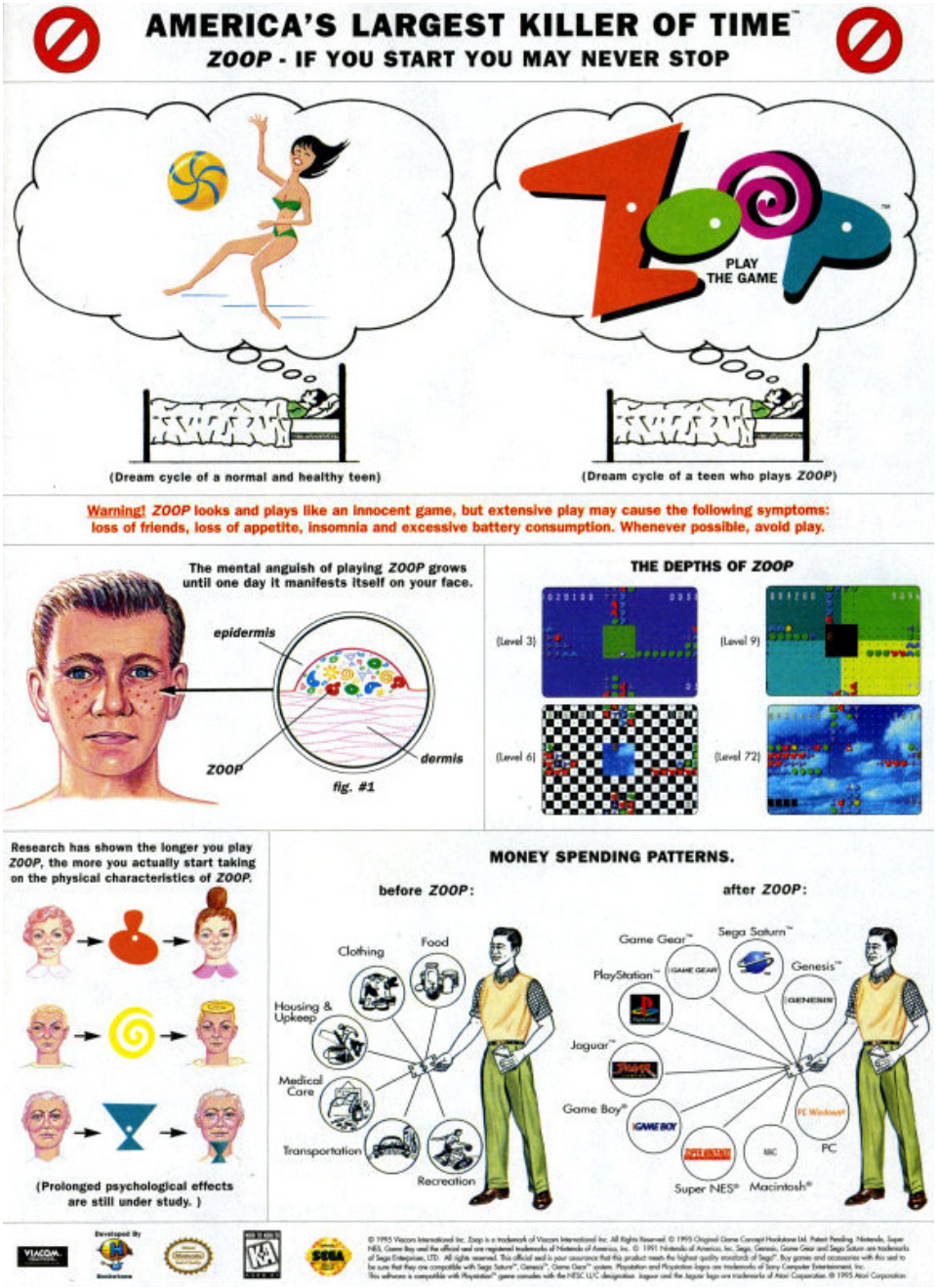
6.0

| | |
|---|---|
| **Developer** | Hookstone Productions |
| **Publisher** | Viacom New Media |
| **Release date** | (us) September 15, 1995 |
| | (eu) 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Zoop is a puzzle game by Hookstone Productions. Some of its rules resemble those of the arcade game Plotting (known in some territories as Flipull), but unlike Plotting, Zoop runs in real time. To spark interest for the game, Blockbuster offered the game as a free rental for the Super Nintendo for a limited time.



# SUPER Famicom®
# スーパーファミコン®

From here, the games listed are games released exclusive for the Super Famicom in Japan. Collecting for Super Famicom tend to alot cheaper than NTSC and PAL, and are often not as in demand due to importing costs and the games frequently not being in English. The Super Famicom library is giant compared to the NTSC and PAL Super Nintendo library though.

Nintendo employed several types of regional lockout, including both physical and hardware incompatibilities.

On a physical level, the cartridges are shaped differently for different regions. North American cartridges have a rectangular bottom with inet grooves matching protruding tabs in the console, while other regions' cartridges are narrower with a smooth curve on the front and no grooves. The physical incompatibility can be overcome with use of various adapters, or through modification of the console.

Internally, a regional lockout chip (CIC) within the console and in each cartridge prevents PAL region games from being played on Japanese or North American consoles and vice versa. The Japanese and North American machines have the same region chip. This can be overcome through the use of adapters, typically by inserting the imported cartridge in one slot and a cartridge with the correct region chip in a second slot. Alternatively, disconnecting one pin of the console's lockout chip will prevent it from locking the console; hardware in later games can detect this situation, so it later became common to install a switch to reconnect the lockout chip as needed.

PAL consoles face another incompatibility when playing out-of-region cartridges: the NTSC video standard specifies video at 60 Hz while PAL operates at 50 Hz, resulting in approximately 16.7% slower gameplay. Additionally, PAL's higher resolution results in letterboxing of the output image. Some commercial PAL region releases exhibit this same problem and therefore can be played in NTSC systems without issue, while others will face a 20% speedup if played in an NTSC console. To mostly correct this issue, a switch can be added to place the SNES PPU into a 60 Hz mode supported by most newer PAL televisions. Later games will detect this setting and refuse to run, requiring the switch to be thrown only after the check completes.

The cover of Super Famicom are often more elaborate and larger than the Super Nintendo.

A cartridge shape comparison
Top: North American design
Bottom: Japanese and PAL region design. The bottom cartridge also illustrates the optional pins used by enhancement chips such as the Super FX 3D chip.

## 3x3 Eyes Juuma Houkan

6.6

| | |
|---|---|
| **Developer** | Now Production, System Supply N-Tech |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Action, Puzzle |
| **Mode** | 1 Player |

This game follows the story of volumes 8 to 11 of the manga. Lingling, head of the Monster Fighting Agency, discovers a letter left by the scientist Fujii, where he reports about a strange tribe that can control beasts. Yakumo, an immortal, is ordered to travel to Nepal, but first he has to find more information about the mysterious tribe. The game is a mixture of puzzle-solving and side-scrolling action, with the emphasis on the first.

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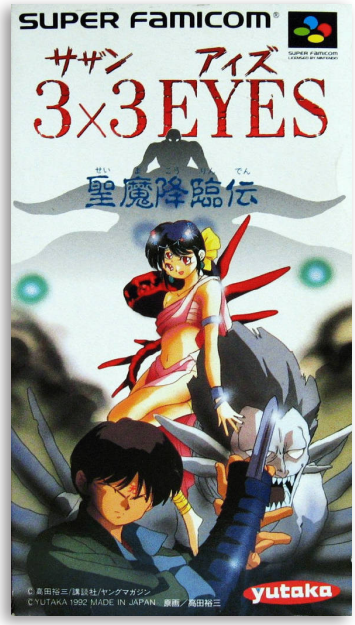



## 3x3 Eyes Seima Kourinden

7.2

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Yutaka |
| **Release date** | (jp) July 28, 1992 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

3x3 Eyes: Seima Kōrinden is a Japanese-style RPG set in modern times. Player-controlled characters can travel from location to location by plane, or riding Pai's winged demon. On their journey Yakumo and Pai meet other characters who join the party, and visit cities and dungeons, where they fight enemies in turn-based style. Battles are viewed from first-person perspective.

*"mobygames.com"*

## 4 Nin Shougi

7.6

| | |
|---|---|
| **Developer** | POW |
| **Publisher** | POW |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Board |
| **Mode** | 1-4 Players |

Yonin shōgi, is a four-person variant of shogi (Japanese chess). It may be played with a dedicated yonin shogi set or with two sets of standard shogi pieces, and is played on a standard sized shogi board.

The objective of the game is to capture your opponents' kings as an individual or with the option of teaming up with one or two fellow players.

*"thegamesdb.net"*

5.2

## Accele Brid

| | |
|---|---|
| **Developer** | Genki |
| **Publisher** | Tomy |
| **Release date** | (jp) November 26, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Players progress through the game as a robot racing through a pipe, shooting everything that moves. The robot can shoot from both arms, jump, kick and punch. There are also power-ups and bonuses that can be collected to upgrade the robot's weapons and armor.

There are three different types of robots to choose from: Silver Mare, Beliws, and Nitika. Weapons are chosen before each stage.

7.4

## Ace o Nerae!

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

It's a tennis game adapted from the Manga and Anime of the same name. This was one of the first games that used the Mode 7 technology, simulating third-dimensional tennis arena.

During 2003 and 2004 a ROM-hacking group named "RPGOne" translated the game to english and renamed it as "Aim For The Ace! ACE TENNIS".

*"thegamesdb.net"*

7.3

## Acrobat Mission

| | |
|---|---|
| **Developer** | Micronics |
| **Publisher** | Taito |
| **Release date** | (jp) December, 1991 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Acrobat Mission is a vertically scrolling shoot 'em up first released as a 1991 arcade game by UPL.

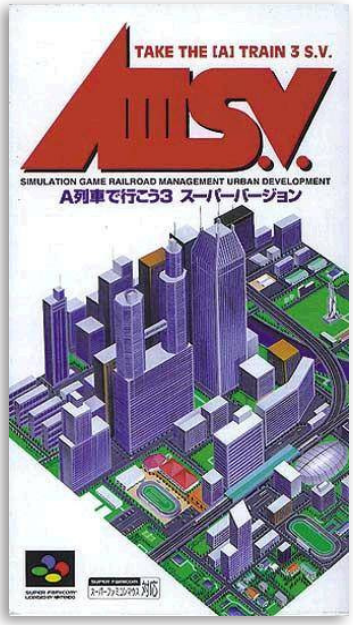
When Acrobat Mission was ported from the Arcades to the Super Famicom, major changes were made as a result. 2 player mode was disabled. The graphics were also downgraded a bit during the port as the SFC version processed certain effects (such as explosions) slower, among other variations.

## Action Pachio

6.2

| | |
|---|---|
| **Developer** | Coconuts Japan |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) April 9, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player takes control of a white Pachio and tries to make his way through all the side-scrolling levels. In between each level is a cut scene that updates the story for the player. Players can collect coins in the game; collecting 100 of them results in an extra life. They are also given a life bar with three different colors, a time limit, and a relatively generic score indicator that goes up to 99 million points.

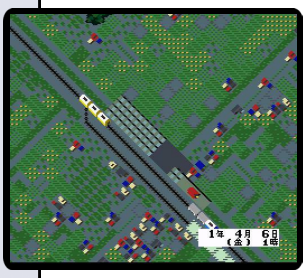



## AIII S.V.: A-Ressha de Ikou 3 Super Version

7.3

| | |
|---|---|
| **Developer** | Pack-In-Video |
| **Publisher** | Artdink |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

"Take the A-Train III" is the third game in the A-Train series. The game places players in command of a railway company. There are no rival companies; the player controls the only one in the city and the game is resultingly fairly open-ended. This was the first game in the series to make use of near-isometric dimetric projection to present the city, similar to SimCity 2000.



## Akazukin ChaCha

6.9

| | |
|---|---|
| **Developer** | Landwarf |
| **Publisher** | TOMY |
| **Release date** | (jp) August 9, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is based on the manga Akazukin Cha-Cha ("Red Riding Hood Cha-Cha") by Min Ayahana, and subsequently on the animated TV series that followed it.

Akazukin Chacha was adapted as a series of video games: Akazukin Chacha (Game Boy, 1995), Akazukin Chacha (Super Famicom, 1996), and Akazukin Chacha: Osawagase! Panic Race! (PC-FX, NEC, 1996).

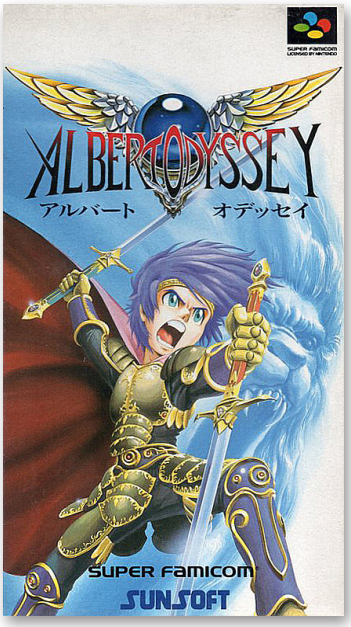
7.3

## Albert Odyssey

**Developer** Sunsoft
**Publisher** Sunsoft
**Release date** (jp) March 5, 1993
**Genre** Role-playing
**Mode** 1 Player

Albert Odyssey features strategy-based combat in addition to traditional role-playing game elements in two-dimensional environments.

Players assume the role of Albert, the young heroic swordsman who lives in a fantasy world. While much of the world remains in relative peace, a military faction led by the dark magician Globus has emerged to conquer the pacified nations and expand their empire.



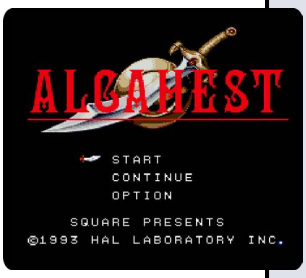

7.9

## Albert Odyssey 2

**Developer** Sunsoft
**Publisher** Sunsoft
**Release date** (jp) December 22, 1994
**Genre** Role-playing
**Mode** 1 Player

Like its predecessor, Albert Odyssey 2 is a traditional strategy-based role-playing game featuring two-dimensional character and background graphics. Using the Super Famicom's Mode 7 graphics function, environments can scroll and zoom smoothly based on the player's point of view, and give the appearance of three-dimensions.

7.2



## Alcahest

**Developer** HAL Laboratory
**Publisher** Square
**Release date** (jp) December 17, 1993
**Genre** Action role-playing
**Mode** 1 Player

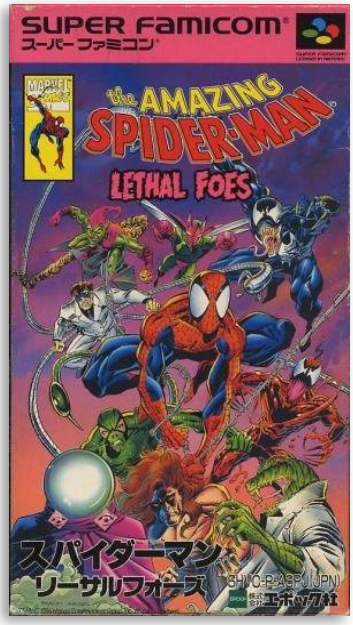
Alcahest is an action game with a top-down perspective that plays similar to The Legend of Zelda. It is divided into 8 stages that are progressed by finding items that aid the protagonist Alen on his quest, and end with a boss battle. After specific boss fights, the player gains the abilities of one of the four elemental Guardians. Alen will also find five allies that join him at predetermined points of some levels.

## Alice no Paint Adventure

7.5

**Developer** Epoch Co.
**Publisher** Epoch Co.
**Release date** (jp) September 15, 1995
**Genre** Adventure
**Mode** 1 Player

Alice no Paint Adventure is based on the 1951 Walt Disney motion picture Alice in Wonderland. The game feature a story mode, a painting mode, and midway-style games. Story mode comes in interactive mode or as a short movie that can be watched in less than an hour. Although the game is directed towards children, literacy in both Japanese and English is required in order to properly enjoy the story mode.




## The Amazing Spider-Man: Lethal Foes

6.2

**Developer** Agenda, Epoch Co
**Publisher** Epoch Co
**Release date** (jp) March 17, 1995
**Genre** Action platformer
**Mode** 1 Player

The Amazing Spider-Man: Lethal Foes is a Japan-exclusive action game for the Super Famicom based on the Marvel Comics character Spider-Man. This game was based on a storyline used by Marvel Comics back in 1993 entitled "The Lethal Foes of Spider-Man."

The cover art for the game was designed by comic book artists Mark Bagley, Karl Kesel, and Paul Mounts.

## America Oudan Ultra Quiz

5.6

**Developer** Genki
**Publisher** TOMY
**Release date** (jp) November 20, 1992
**Genre** Game show
**Mode** 1 Player

America Ōdan Ultra Quiz is part of a series of Japan-exclusive video games based on the game show of the same title, broadcast on Nippon Television. Like the original show, the game focuses on trivia questions solely related to the United States of America. Areas of knowledge include history, geography, culture, literature, sports, language, and others.

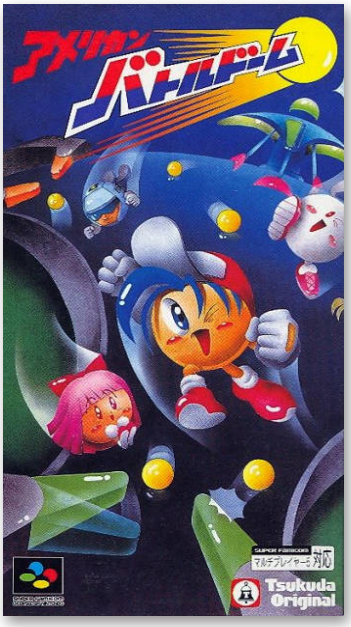
7.8

## American Battle Dome

| | |
|---|---|
| **Developer** | Betop |
| **Publisher** | Tsukuda Original |
| **Release date** | (jp) December 8, 1995 |
| **Genre** | Board, Pinball |
| **Mode** | 1-2 Players |

American Battle Dome is a Japan-exclusive Pinball-based video game released for the Super Famicom. As the title suggests, it is based on the real life Battle Dome Toy (game made by Parker Brothers, Alga (Brio), Anjar Co. and Tsukuda Original).

The computer is very good at cheating in this game and the shoddy ball physics bog down the experience for some players.




5.7

## Ancient Magic: Bazoo! Mahou Sekai

| | |
|---|---|
| **Developer** | Hot-B |
| **Publisher** | Hot-B |
| **Release date** | (jp) July 23, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Ancient Magic is a fairly generic little RPG for the Super Famicom by Hot-B. Despite its rather pedestrian roots, the game takes several surprising twists towards the end, and is generally worth sticking it out even if the wrap-up (or lack thereof) is a bit of a let down.

*"thegamesdb.net"*

7.9

## Angelique

| | |
|---|---|
| **Developer** | Ruby Party |
| **Publisher** | Koei |
| **Release date** | (jp) September 23, 1994 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

First installment in the series. Angelique Limoges, an ordinary high school girl, is chosen as a queen candidate.

The game borrows elements from different genres: Japanese-style adventure (without puzzles), "dating sim", and (not overly complex) strategy.

The game was also released in a Premium Box version.

## Angelique Voice Fantasy

7.0

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Angelique Voice Fantasy included a special Audio CD and an add-on called Voice-Kun, which allowed for the addition of voice acting. The game contents are otherwise identical to the original Super Famicom release.

The game came in a oversized box, similiar to the Angelique Premium Box.

## Aoki Densetsu Shoot!

7.5

| | |
|---|---|
| **Developer** | Affect |
| **Publisher** | KSS |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Aoki Densetsu Shoot! is a Japan-exclusive soccer game based on the TV anime of the same title.

The game has an exhibition mode, an anime-style story mode, and a variety of options, which is entirely in Japanese, so literacy in this language is strongly recommended for quality gameplay. Once the game begins, the action progresses in a side view, similar to an arcade soccer game.

## Appleseed

5.6

| | |
|---|---|
| **Developer** | Kan's |
| **Publisher** | Visit |
| **Release date** | (jp) August 26, 1994 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Appleseed: Oracle of Prometheus, based on the Japanese manga series written and illustrated by Masamune Shirow (also known for the Dominion and Ghost in the Shell universe), is a 2D platformer game, developed by Kan's and published by Visit, which was released in Japan in 1994.

7.5

## Arabian Nights: Sabaku no Seirei Ou

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Takara |
| **Release date** | (jp) June 13, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

In this Japan-exclusive Role-playing video game, the player assumes the role of an orphan named Shukran, who is accompanied by the djinn Ifrit on her adventures to bring peace to her desert homeland.

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7.9

## Araiguma Rascal

| | |
|---|---|
| **Developer** | J-Force |
| **Publisher** | NCS |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Araiguma Rascal: Raccoon Rascal, based on Rascal the Raccoon, a Japanese anime series by Nippon Animation, which in turn isbased on the 1963 autobiographical novel Rascal, A Memoir of a Better Era by Sterling North, is a Puzzle game, developed by J-Force and published by NCS, which was released in Japan in 1994.

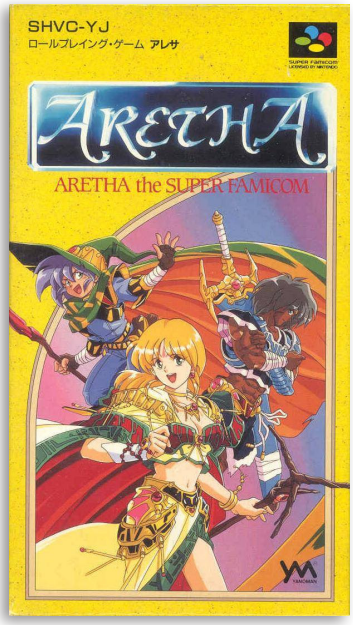
7.1

## Arcus Spirits

| | |
|---|---|
| **Developer** | Wolf Team |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) October 22, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1-2 Players |

Arcus Odyssey features an isometric perspective and cooperative gameplay, as well hack and slash gameplay. It tells the story of four heroes trying to thwart the return of an evil sorceress.

A North American version for the SNES was planned, but it was cancelled following Sega's acquisition of Renovation Products (American publisher for Wolf Team and Telenet games).

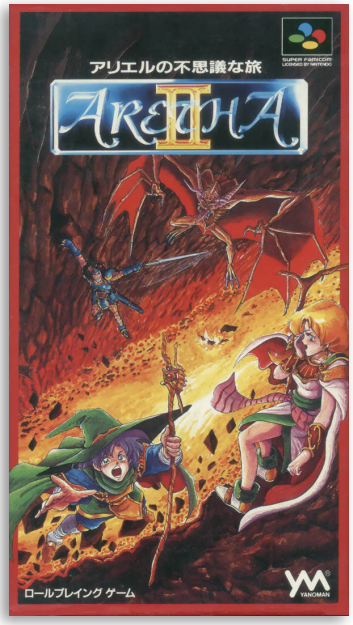



## Aretha

7.1

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Yanoman Corporation |
| **Release date** | (jp) November 23, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Aretha, a multiplatform role-playing video game, tells the story of Ariel; the granddaughter of a wise old grandmother who has ben turned a ten-year-old and was given a simple task: to go through the forest to Nineveh, the nearby town, and to meet a certain person while visiting the town. Eventually, Ariel uses this quest to hone her magic skills to fight the ultimate battle against evil.




## Aretha II: Ariel no Fushigi na Tabi

7.9

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Yanoman Corporation |
| **Release date** | (jp) 1994 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

This video game continues on the story of Aretha from the original game. People enjoyed peace and prosperity when she rightfully regained her throne. However, two adventurers conspired to destroy Aretha's kingdom. Aretha can use souls to forge her own armor.

## Armored Police Metal Jack

7.0

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (jp) July 31, 1992 |
| **Genre** | Action platformer |
| **Mode** | 1 Player |

Kikou Keisatsu Metal Jack is a scrolling brawler based on the anime of the same name. At the start of the game the player can choose from Red Jack, Silver Jack, or Blue Jack. Red and Silver both have weapons they can find ammo for in levels, and all three can do a multiple hit combo or a jumping attack. At the end of a level the Jack will be met by his vehicle which will then merge with his armor.

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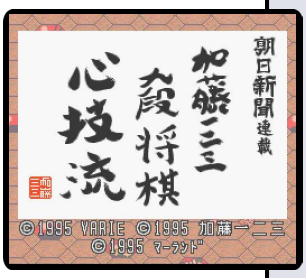
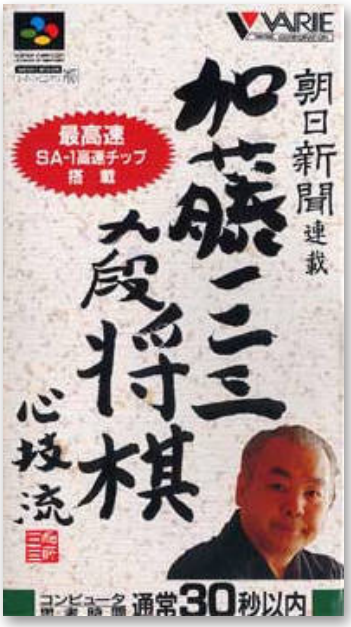
7-3



# Asahi Shinbun Rensai: Katou Ichi-Ni-San Shougi: Shingiryuu

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Board |
| **Mode** | 1-2 Players |

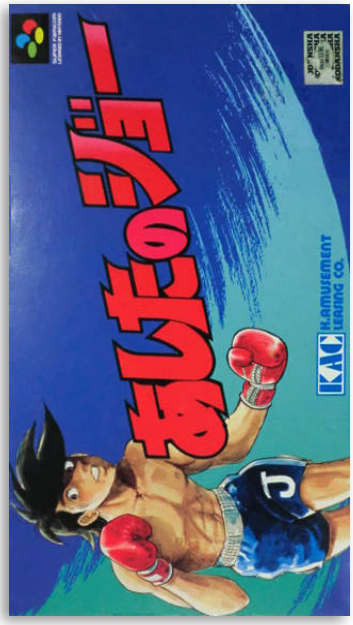
Asahi Shinbun Rensai Katou Hifumi Kudan Shogi Shingiryuu is a Shougi game, also known as Japanese chess, published by Varie, which was released in Japan in 1995.



## Asameshimae Nyanko

**Developer** J-Force
**Publisher** Zamuse
**Release date** (jp) March 18, 1994
**Genre** Board
**Mode** 1-2 Players

Asameshimae Nyanko has similarities with Reversi (or Othello) and with fights that are similar to rock-paper-scissors to intercept additional moves with kittens that have different proficiency with vertical/horizontal and diagonal moves. In the game, players partake in a Reversi-esque game and get to choose a number of stages to play on and the type of kitten they want to use. It's red versus blue, with a random player going first.




## Ashita no Joe

6.8

**Developer** Wave Corp
**Publisher** K Amusement Leasing
**Release date** (jp) November 27, 1992
**Genre** Sports
**Mode** 1-2 Players

Based on the critically-acclaimed Japanese manga of the same name, Ashita no Joe puts the player in Joe Yabuki's shoes as he battles some of his greatest opponents. Like many other boxing games of its time, the controls are simple - use one button to punch, and the other to guard. Knock him down three times, and he's down for the count.

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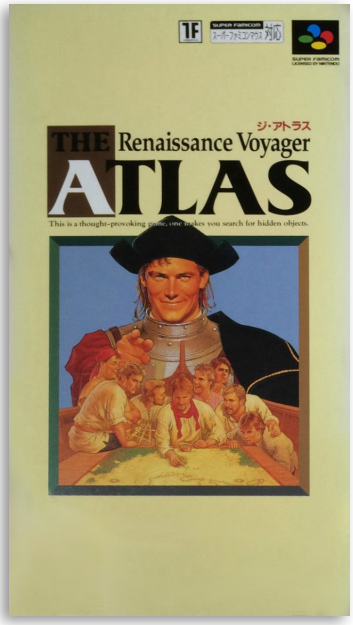
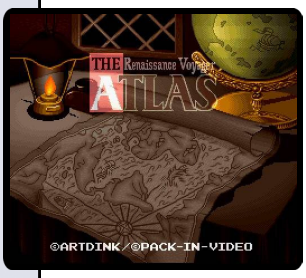



## The Atlas: Renaissance Voyager

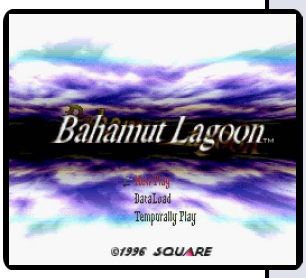
6.6

**Developer** Artdink
**Publisher** Pack-In-Video
**Release date** (jp) March 24, 1995
**Genre** Simulation, Strategy
**Mode** 1 Player

The Atlas is a multiplatform strategy/simulation video game developed by Artdink Development. The game is set during the Age of Discovery in the 15th century. There is a strict time limit of five years to discover mysterious lands that are 1,000 miles or 1,600 kilometres south of Portugal. Players can work for an admiral and can either change employment or even retire.



7.8



## Bahamut Lagoon

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) February 8, 1996 |
| **Genre** | Tactical role-playing |
| **Mode** | 1 Player |

Bahamut Lagoon development staff included many key members from the Final Fantasy series of video games, including Final Fantasy creator Hironobu Sakaguchi, as a supervisor, Kazushige Nojima as director, and Motomu Toriyama as a story planner.

The game was never officially released outside of Japan, but it was unofficially translated into English by DeJap Translations group.

7.1

## Bakukyuu Renpatsu!! Super B-Daman

| | |
|---|---|
| **Developer** | Amble |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) 1997 |
| **Genre** | Action |
| **Mode** | 1-4 Players |

Bakukyuu Renpatsu!! Super B-Daman is based on the Japanese manga series Super B-Daman, itself based on the toy line B-Daman. The game is an Action game, developed by Amble and published by Hudson, which was released in Japan in 1997.

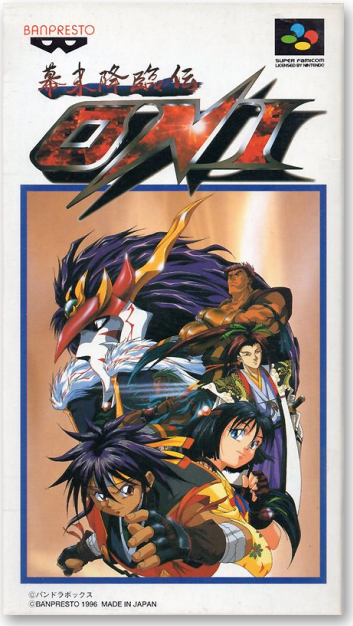
7.6

## Bakumatsu Kourinden Oni

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) February 2, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The gameplay is similar to Dragon Quest series and other Japanese-style RPGs: the battles are random, turn-based, and are viewed from first-person perspective. Players fight using physical attacks and a variety of special moves based on spiritual energy. An unusual addition to the gameplay is the karma system. By doing good deeds players can increase their karma level, in an Ultima-like way.

*"mobygames.com"*



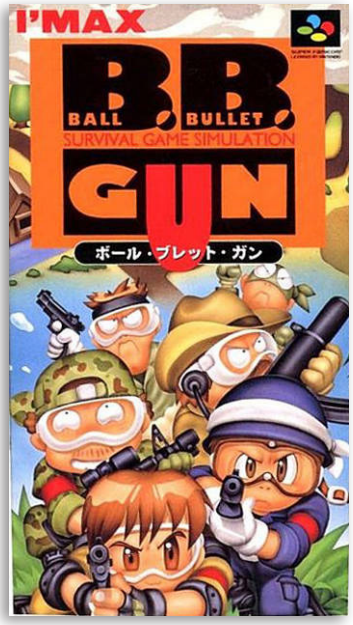
## Bakuto Dochers

7.0

| | |
|---|---|
| **Developer** | Genki |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Action |
| **Mode** | 1-4 Players |

This game can be seen as Bomberman meets Dodgeball. Players select from 8 animals, each with their own strengths and weaknesses. There's a 1P mode and a battle mode where up to 4 human players can duke it out. Players throw a ball that has limited range, and strewn about the courses, there are bumpers. When bounced off these bumpers, they redirect the ball; some even deflect.

*"rvgfanatic.com"*




## Ball Bullet Gun: Survival Game Simulation

8.0

| | |
|---|---|
| **Developer** | Betop |
| **Publisher** | I'MAX |
| **Release date** | (jp) December 1, 1995 |
| **Genre** | Turn-based strategy |
| **Mode** | 1 Player |

Simulating Japanese survival war games, players must survive an assault from the bad guys. Each character is assigned a Japanese code name and a main weapon by the player himself. Players can only move up to a certain amount of squares per turn and can only be hit a certain number of times before being killed. The game itself is divided into 24 different missions.

## Barbarossa

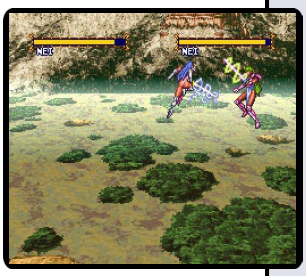
7.1

| | |
|---|---|
| **Developer** | SystemSoft |
| **Publisher** | Sammy |
| **Release date** | (jp) November 27, 1992 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Barbarossa is a Japan-exclusive strategy video game that revolves around Nazi Germany's involvement in the World War II campaign called Operation Barbarossa.

The player fights on the Eastern Front of World War II as a senior officer in the Wehrmacht. The object is to capture Moscow and the player is given a timeline between 1941 and 1945 to do so. There are a total of 11 missions in the campaign plus a two-part final mission.

4.0



## Bastard!!: Ankoku no Hakai-shin

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Cobra Team |
| **Release date** | (jp) January 28, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Bastard!! Ankoku no Hakaishin is a multiplayer fighting game based on the Bastard!! manga from Kazushi Hagiwara. The player, as the legendary (and megalomaniacal) wizard Dark Schneider, must fight his former associates the Lords of Havoc and conquer the world in the single-player story mode.

*"giantbomb.com"*

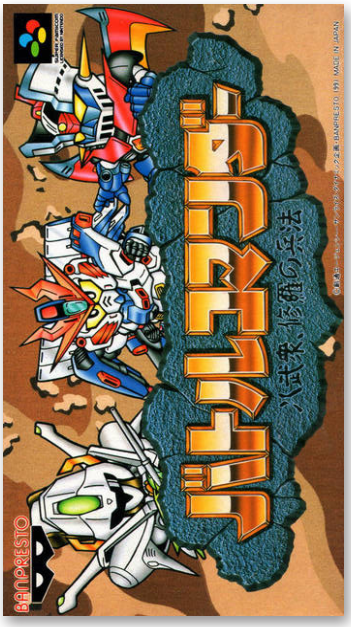
7.3

## Battle Commander: Hachibushuu Shura no Heihou

| | |
|---|---|
| **Developer** | Arc System |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 29, 1991 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

Battle Commander: Hachibushu Shura no Heihou is another game in Banpresto's Compati Hero Series, focusing on battles between characters from the Gundam, Ultraman and Kamen Rider universes. Players develop and build their side, recruit units, expand their territory and eliminate all opposition by destroying their base with overwhelming force.

*"giantbomb.com"*



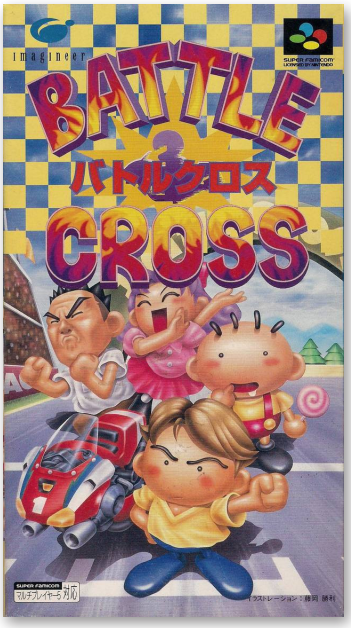

8.2

## Battle Cross

| | |
|---|---|
| **Developer** | A-Max |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 9, 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Battle Cross is reminiscent of Atari's Super Sprint and Badlands. A top-down perspective is used and elements of the video game Bomberman are added in. An automatic steering mode is also available.

The goal of the game is to take a group of small futuristic air bikes and to go around one of the various race tracks. Players race each other to see who makes it to the finish line first.



## Battle Dodgeball

7.2

| | |
|---|---|
| **Developer** | Banpresto |
| **Publisher** | Banpresto |
| **Release date** | (jp) July 20, 1991 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Battle Dodgeball makes the television icons of Japanese youth into chibi characters, from Gundam, Mazinger Z, Ultraman and Kamen Riders.

The player takes the characters into matches of dodgeball where each teams consist of six players, three take the field and three are on opposing sides of the field. The goal is simple. Throw the ball in the face of the rival players to gradually reduce their hit points to zero.

## Battle Dodgeball 2

7.1

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Banpresto |
| **Release date** | (jp) July 23, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Battle Dodge Ball II is the second Battle Dodge Ball in the Compati Hero Series and the fifth game from that series for the Super Famicom overall.

The game features characters from Kamen Rider, Ultraman and Gundam. Each team is again comprised of heroes or villains from each of the three universes, and have their own array of special moves that can be used to damage the opposing team.

*"giantbomb.com"*

## Battle Jockey

7.4

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Virgin Interactive |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Battle Jockey horseracing, a far more popular pastime in Japan than elsewhere, and presents three separate modes: the first is the standard single-player story mode, in which the player takes a horse and jockey through training and races; the second is a battle mode which pits up to four players against each other in races; and the third is a passive gambling mode in which the player puts money down on horses.

*"giantbomb.com"*

6.7

## Battle Master: Kyuukyoku no Senshitachi

**Developer** System Vision
**Publisher** Toshiba-EMI
**Release date** (jp) November 19, 1993
**Genre** Fighting
**Mode** 1-2 Players

Battle Master: Kyuukyoku no Senshitachi is a sci-fi themed one-on-one fighter. The player can select between seven characters and play through a single-player mode with each, meeting different opponents and fighting a boss character at the end. There's also a Versus mode that allows two players to compete with fighters of their choice.

*"giantbomb.com"*

7.8

## Battle Pinball

**Developer** Banpresto
**Publisher** Banpresto
**Release date** (jp) February 24, 1995
**Genre** Pinball
**Mode** 1 Player

Battle Pinball is a piball game, in which tables are battle grounds from the japanese universe of UltraMan.

7.0

## Battle Racers

**Developer** Banpresto
**Publisher** Banpresto
**Release date** (jp) March 17, 1995
**Genre** Racing
**Mode** 1-2 Players

Battle Racers combines the futuristic elements of F-Zero with the whimsical elements of Super Mario Kart. Players can select from various tracks and confront numerous dead ends and alternate turns. There are six drivers in a race and all the menus are in Japanese. The four main characters of the game are: Ultraman Great, Kamen Rider ZO, Battle Knight Gundam F-91 and Fighter Roar.

## Battle Robot Retsuden

7.6

| | |
|---|---|
| **Developer** | Winkysoft |
| **Publisher** | Banpresto |
| **Release date** | (jp) September 1, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Battle Robot Retsuden for Super Famicon is a strategy combat game that is similar to the Super Robot Wars series. Players have four options when they are engaged in battle: move, communicate, command, and end turn. This game spawned the Super Robot Wars games which combines mechs from popular anime shows.

*"estarland.com"*

## Battle Soccer: Field no Hasha

5.2

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 11, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Battle Soccer: Field no Hasha ("Champions of the Field") is a soccer game from Pandora Box and Banpresto that is part of the Compati Hero Series of crossover games. It features characters from the Gundam, Kamen Rider and Ultraman franchises, as with previous Compati Hero games, but also includes characters from Toho's Godzilla universe such as King Ghidorah, Rodan and Godzilla himself.

*"giantbomb.com"*

## Battle Soccer 2

7.1

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Battle Soccer 2 once again pits soccer teams of superheroes and villains from the universes of Gundam, Kamen Rider and Ultraman against each other in an SD format that standardizes everyone's heights.

Matches are played with a horizontal perspective of the pitch and the various characters have specific strengths and weaknesses, as well as special abilities.

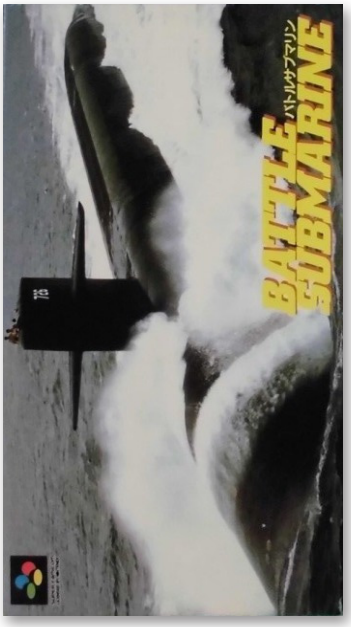
*"giantbomb.com"*

6.5

## Battle Submarine

**Developer** Pack-In-Video
**Publisher** Pack-In-Video
**Release date** (jp) December 22, 1995
**Genre** Strategy
**Mode** 1 Player

Battle Submarine is a strategy video game, published by Pack-In-Video, which was released exclusively in Japan in 1995.




7.1

## Battle Tycoon: Flash Hiders SFX

**Developer** Right Stuff
**Publisher** Right Stuff
**Release date** (jp) May 19, 1995
**Genre** Fighting
**Mode** 1-2 Players

Battle Tycoon: Flash Hiders SFXis a 1995 fighting game by Right Stuff. It is an alleged sequel to the 1993 PC Engine CD-ROM title Flash Hiders. Like its predecessor, Battle Tycoon: Flash Hiders SFX simulates the life of a fantasy martial arts prize fighter with an anime theme to it.

7.5

## Battle Zeque Den

**Developer** Arsys Software
**Publisher** Asmik
**Release date** (jp) July 14, 1994
**Genre** Beat ‘em up
**Mode** 1 Player

Battle Zeque Den features huge super deformed characters with exaggerated animations and special moves. Most of the enemies are similar to the enemies in Final Fight; each one is a little different, but mostly there are just different “types” of enemies. Three female fighters can be chosen in this game. They are embarking on a journey to defeat some evil forces trying to take over the world.

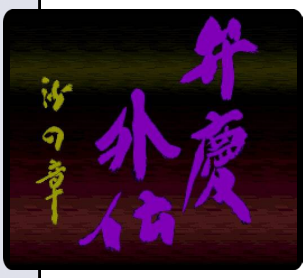
## Benkei Gaiden: Suna no Shou

7.4

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | Sunsoft |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Benkei Gaiden: Suna no Shou is a Japanese RPG set in a version of Ancient Japan filled with monsters and youkai. The game is either a sequel or an enhanced port of the PC Engine game Benkei Gaiden.

The game is a traditional top-down turn-based RPG in the vein of Dragon Quest. The player is able to choose between a male or a female avatar and name them, recruiting other characters as the game progresses.



## Best Shot Pro Golf

7.3

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | AscII |
| **Release date** | (jp) June 14, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Best Shot Pro Golf is a Sports game, developed by Kid and published by ASCII Entertainment, which was released in Japan in 1996.

## Big Ichigeki! Pachi-Slot Daikouryaku

7.7

| | |
|---|---|
| **Developer** | Syscom Entertainment |
| **Publisher** | Ask Koudansha |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Casino |
| **Mode** | 1 Player |

Big Ichigeki! Pachi-Slot Daikouryaku is a pachi-slot game for the Super Famicom. The player has a selection of pachi-slot machines to choose from and then attempt to win the jackpot. The idea is to play the machines enough times to get a sense of how its payouts work and then take that knowledge to real-life pachi-slot parlors.

7.5

## Big Ichigeki! Pachi-Slot Daikouryaku 2

| | |
|---|---|
| **Developer** | Syscom |
| **Publisher** | ASK |
| **Release date** | (jp) July 21, 1995 |
| **Genre** | Casino |
| **Mode** | 1 Player |

Big Ichigeki! Pachi-Slot Dai-Kouryaku 2 is a gambling game, developed by Syscom and published by ASK, which was released in Japan in 1995.

7.1

## Bing Bing! Bingo

| | |
|---|---|
| **Developer** | KSS |
| **Publisher** | KSS |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Casino |
| **Mode** | 1-2 Players |

Bing Bing! Bingo is a Japan-exclusive Bingo game for the Super Famicom. The basic concept of Bing Bing! Bingo is that the player is on a vacation to a private island somewhere in the world that is known for their Bingo-oriented lifestyle.

He can either play Bingo through a slot machine, while skydiving, play a game of Bingo with Santa Claus, and an option to play Bingo on a pirate ship.

6.0

## Bishin Densetsu Zoku: The Legend of Bishin

| | |
|---|---|
| **Developer** | Magifact |
| **Publisher** | Magifact |
| **Release date** | (jp) December 26, 1993 |
| **Genre** | Beat ‘em up, Racing |
| **Mode** | 1 Player |

Zoku: The Legend of Bishin takes place in and around Neo Tokyo after Mount Fuji erupts in a catastrophic manner in the year 2020. In a wasteland type environment far away from Neo Tokyo, a player must drive an automobile through a labyrinth-like series of roadways using either the male character Koji or the female character Risa.

## Bishoujo Janshi Suchie-Pai

7.2

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (jp) July 30, 1993 |
| **Genre** | Trivia, Board game |
| **Mode** | 1 Player |

Idol Janshi Suchie-Pai is the first in a series of mah-jong video games that have been developed and released by Jaleco on a variety of systems including arcade, PC, and video game consoles. For the Super Famicom game, the characters were designed by Ken-ichi Sonoda, a famous animator and manga artist best known for the anime and manga Gunsmith Cats, who also worked on Bubblegum Crisis and Gall Force.

## Bishoujo Senshi Sailor Moon: Another Story

7.8

| | |
|---|---|
| **Developer** | Angel |
| **Publisher** | Angel |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Another Story is an RPG. All ten members of the Sailor Senshi are playable. The game appears is set between the third and fourth story arcs. The story combines original elements with elements from both the anime and manga. Throughout the game, the player can also collect puzzle pieces which make an image of the Sen-shi and Tuxedo Mask.

## Bishoujo Senshi Sailor Moon R

7.5

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) December 29, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Unlike other Sailor Moon games, Sailor Moon R was developed and published by Bandai instead of Angel. The sprites from the previous game were redesigned with more detail and more animation frames for this game and the later games. By playing the game on hard mode, there is a minor change to the ending that involves Sailor Pluto.

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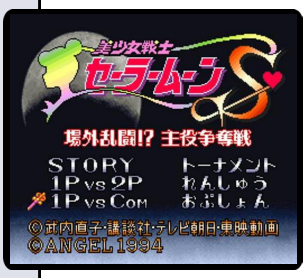
## Bishoujo Senshi Sailormoon S: Jougai Rantou!? Shuyaku Soudatsusen

7.4



| | |
|---|---|
| **Developer** | Angel |
| **Publisher** | Angel |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The game features three game modes. A single-player plot-based Story Mode, as well as a Tournament Mode and 2-Player Versus Mode where all the Senshi are selectable including the Outer Senshi. Sailor Saturn is the only senshi not featured in the game.

## Bishoujo Senshi Sailor Moon S: Kondo ha Puzzle de Oshiokiyo!

6.0

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The game is a falling block competitive puzzle game. Players begin by choosing from a selection of Sailor Moon licensed characters, each with a unique special attack. The player is presented with a board filled with colored blocks in three colors: red, blue and green. The goal is to remove all the blocks from play.

*"mobygames.com"*

## Bishoujo Senshi Sailor Moon S: Kurukkurin

6.8

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The game is a competitive puzzle game featuring Sailor Moon licensed characters. Upon choosing a character (each with unique special moves), the player competes against an opponent. Each player controls a grid of 10x6 sections initially made up of clear hearts. When several hearts of the same color are adjacent to one another, the player can clear them.

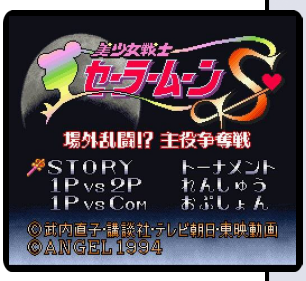
*"mobygames.com"*

## Bishoujo Senshi Sailor Moon Super S: Fuwa Fuwa Panic

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) December 08, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The game is a Sailor Moon themed competitive puzzle game. Each player has a board which contains some balloons, in either red, yellow, green or blue. These balloons can be shot at in order to gain points and fill up the power bar. Balloons of the same color that are adjacent to one another with all be destroyed and generate more points.

*"mobygames.com"*



## Bishoujo Senshi Sailor Moon Super S: Zenin Sanka!! Shuyaku Soudatsusen

| | |
|---|---|
| **Developer** | Make Software, Monolith |
| **Publisher** | Angel |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

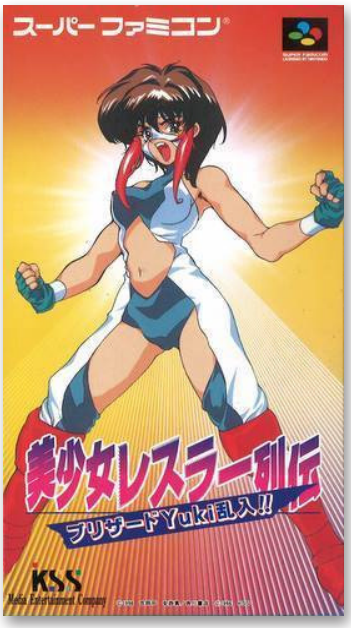
This fighting game is an enhanced version of Bishoujo Senshi Sailor Moon S: Jougai Ranto!? Shuyaku Soudatsusen. Girls compete against each other in tournament mode, story mode, player-vs.-computer mode, and two players mode. They can use physical attacks and magical spells.

7.1

## Bisyoujyo Wrestlinger's History: Beauty Girl Wrestling

| | |
|---|---|
| **Developer** | KSS |
| **Publisher** | KSS |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Bishoujo Wrestler Retsuden: Blizzard Yuki Rannyuu served as a tie in promotion for the manga Blizzard Yuki (which itself is based off the real All Japan Women's Pro Wrestling Joshi wrestler Takako Inoue). This game takes place in the Wrestle Angels universe, featuring many characters and story lines from Wrestle Angels V1.



## Block Kuzushi

7.4

| | |
|---|---|
| **Developer** | OeRSTED |
| **Publisher** | POW |
| **Release date** | (jp) November 17, 1995 |
| **Genre** | Breakout |
| **Mode** | 1-2 Players |

Block Kuzkushi is a breakout clone. The game revolves around a kid who receives a distress call from a princess to come rescue her. He has to make his way through the 100 room castle to get to her.

Game control can be either with the standard gamepad or with the mouse. As with Arkanoid: Doh It Again for the SNES/SFC, the mouse does improve gameplay.

*"stevethefish.net"*

## The Blue Crystal Rod

6.0

| | |
|---|---|
| **Developer** | GAME STUDIO Inc. |
| **Publisher** | Namco |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The Blue Crystal Rod is the final game in the main The Tower of Druaga series. It is actually the third chapter in The Tower of Druaga series, as The Quest of Ki was a prequel ("Chapter 0"). The game is a first-person dungeon crawler action role-playing game, somewhat akin to games like Shining in the Darkness or Shin Megami Tensei.

*"giantbomb.com"*

## Bomberman B-Daman

6.5

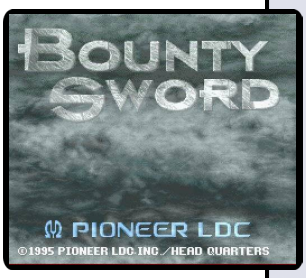
| | |
|---|---|
| **Developer** | AI |
| **Publisher** | Hudson |
| **Release date** | (jp) December 20, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-4 Players |

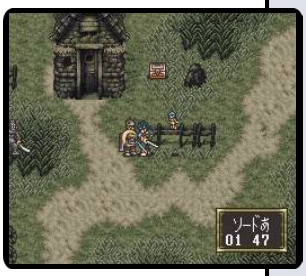
This game features puzzles that must be solved by shooting marbles. Bomberman can hold a marble in his stomach and can only fire one shot during the round. The player must angle it and time it correctly to detonate all of the bombs on screen. There are 10 levels and each have 10 stages.

*"thegamesdb.net"*

7.4

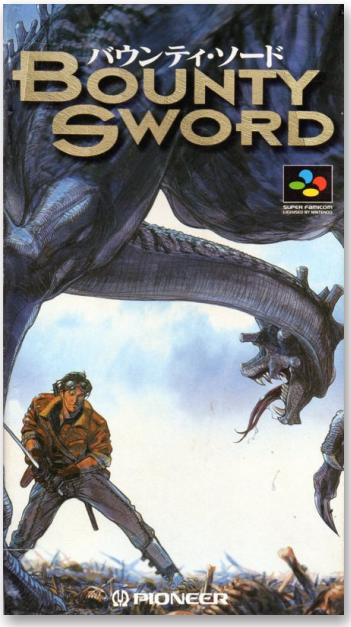
## Bounty Sword



| | |
|---|---|
| **Developer** | ITL |
| **Publisher** | Pioneer LDC |
| **Release date** | (jp) September 8, 1995 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

In Bounty Sword, players take the role of the Hero. Players travel around the world and meet different characters. Some friends, and some enemies. The base of the gameplay is the camp. From there, players can prepare strategy orders before the battle. They can set the % of HP when a character should heal himself, or the basic command for each character to execute in different situations.



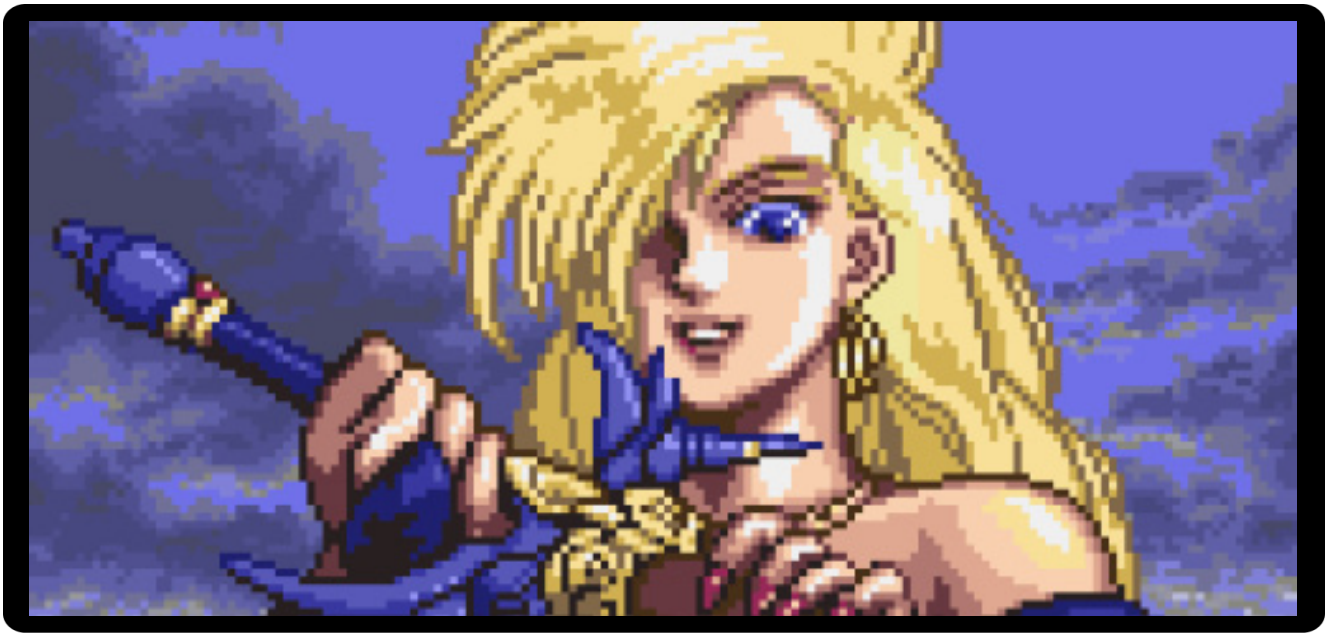

7.9

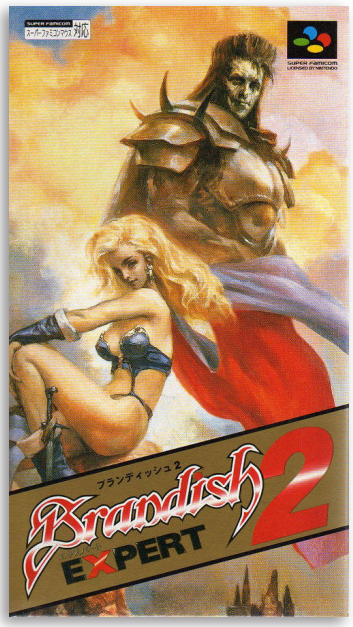
## Brandish 2: The Planet Buster

| | |
|---|---|
| **Developer** | Nihon Falcom |
| **Publisher** | Koei |
| **Release date** | (jp) August 11, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The Planet Buster continues the story that was told in the first Brandish, depicting the events that happened three years after the evil demonic king was defeated in his lost kingdom, sunken deep underground. The game is an action RPG with a heavy emphasis on dungeon crawling. The player guides Ares through rotating dungeons, fighting enemies in real-time combat, casting spells, and solving an occasional puzzle.

*"mobygames.com"*





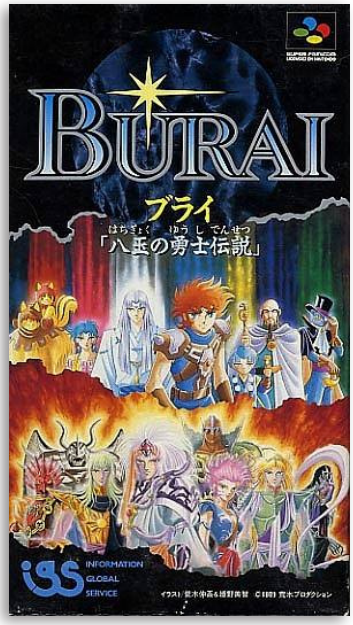

## Brandish 2 Expert

7.1

| | |
|---|---|
| **Developer** | Nihon Falcom |
| **Publisher** | Koei |
| **Release date** | (jp) March 15, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Much like the Super Famicom release of Ys V, Koei later reissued the game with a harder difficulty level under the title Brandish 2 Expert.

An English fan translation of the game was released by Synchronicity.




## Burai: Hachigyoku no Yuushi Densetsu

7.3

| | |
|---|---|
| **Developer** | Riverhill Soft |
| **Publisher** | IGS |
| **Release date** | (jp) January 14, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The story and general gameplay of Burai: Hachigyoku no Yūshi Densetsu is similar to those of the original Burai: Jōkan for computers; however, the console versions were developed from scratch and therefore differ greatly from the computer ones, having new cutscenes, dialogues, battle interface, etc.

*"mobygames.com"*

## Bushi Seiryuuden: Futari no Yuusha

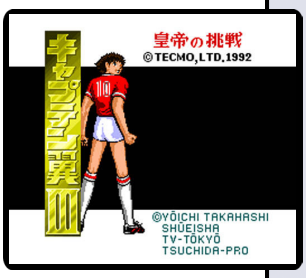
7.6

| | |
|---|---|
| **Developer** | Game Freak |
| **Publisher** | T&E Soft |
| **Release date** | (jp) January 17, 1997 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Bushi Seiryūden is a RPG with an unusual combat system. Whenever player-controlled characters encounter a monster, the standard top-down perspective switches to side-scrolling, where the opponents attack each other. The battles are in real-time, but are divided into turns (calculated by the number of moves).

*"mobygames.com"*

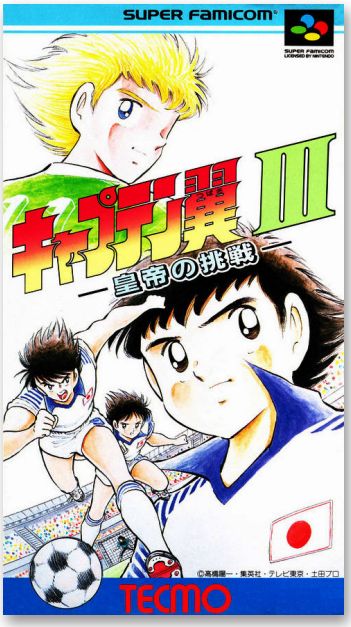
8.1



## Captain Tsubasa 3: Koutei no Chousen

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (jp) July 17, 1992 |
| **Genre** | Sports, Role-playing |
| **Mode** | 1-2 Players |

Captain Tsubasa 3 Challenge of Rivals is a graphical update of the previous FamiCom video games. It also includes new features like a map of the pitch at the bottom of the screen.




6.9

## Captain Tsubasa 4: Pro no Rival Tachi

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (jp) April 3, 1993 |
| **Genre** | Sports, Role-playing |
| **Mode** | 1 Player |

Captain Tsubasa IV: Pro no Rival Tachi is the fourth game in Tecmo's series of soccer RPGs based on the Captain Tsubasa anime and manga, the first of which was localized as Tecmo Cup Soccer Game. Pro no Rival Tachi is also the second of four Captain Tsubasa games created for the Super Famicom.

*"mobygames.com"*

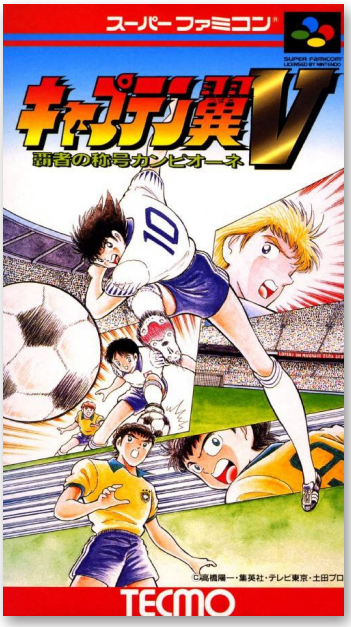
7.8

## Captain Tsubasa 5: Hasha no Shogo Campione

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (jp) December 9, 1994 |
| **Genre** | Sports, Role-playing |
| **Mode** | 1 Player |

Unlike its four predecessors, Captain Tsubasa V adopts a new gameplay format with a classic view of the pitch. Various characters were based on real-life footballers of the time. Some examples are Peter Schmeichel, Ruud Gullit, Dennis Bergkamp, Gabriel Batistuta and Marco Van Basten.

*"mobygames.com"*

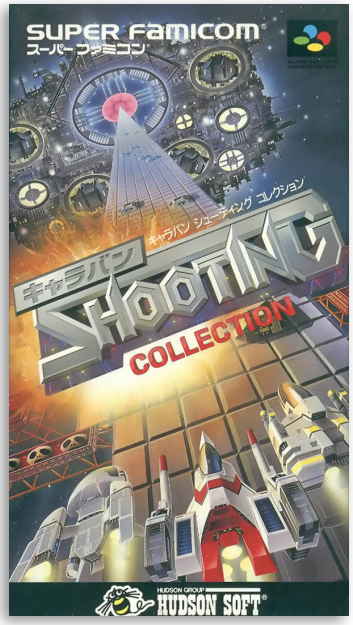


## Captain Tsubasa J: The Way to World Youth

6.9

| | |
|---|---|
| **Developer** | BEC |
| **Publisher** | Bandai |
| **Release date** | (jp) November 17, 1995 |
| **Genre** | Sports, Role-playing |
| **Mode** | 1-2 Players |

Captain Tsubasa J: The Way to World Youth is a 1995 Japan-exclusive Captain Tsubasa video game published by Bandai and was the final Captain Tsubasa game for the Super Famicom.




## Caravan Shooting Collection

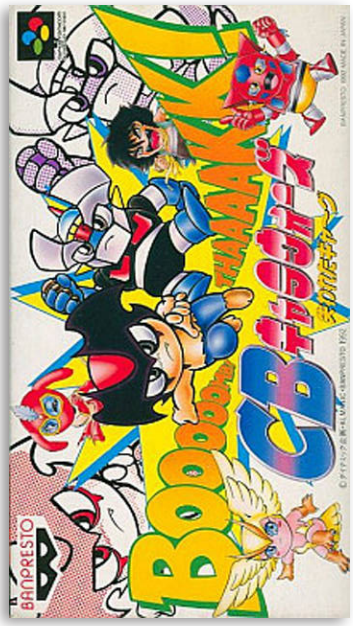
6.7

| | |
|---|---|
| **Developer** | Hudson Soft, Tecmo |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) July 7, 1995 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

Caravan Shooting Collection is a compilation that includes the following three games: Star Force, Star Soldier and Starship Hector.

Years later, this same set of games was later released in another compilation on the Game Boy Advance titled Hudson Best Collection Vol. 5: Shooting Collection.

*"mobygames.com"*




## CB Chara Wars: Ushinawareta Gag

6.0

| | |
|---|---|
| **Developer** | Almanic |
| **Publisher** | Banpresto |
| **Release date** | (jp) August 28, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

CB Chara Wars is an RPG that features a crossover of sorts of Go Nagai's various manga franchises. These include Devilman and Mazinger Z, among others. The "CB" in the title refers to the term "chibi", which depicts characters as smaller and cuter than usual. In that sense, it is similar to the term SD found in several Super Famicokm Gundam game titles.

*"mobygames.com"*

8.1

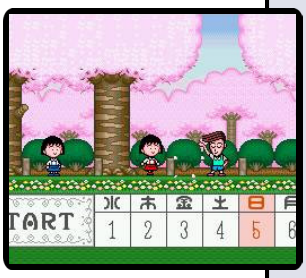
## Chaos Seed: Fuusui Kairoki

| | |
|---|---|
| **Developer** | Neverland |
| **Publisher** | Taito |
| **Release date** | (jp) March 15, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Players control a young member of a cave-dwelling faction of humans as they try to harness energy back into the dying planet that the surface-dwelling humans take for granted. Explorers and adventures want to raid these mystic rooms inside the "dungeons" that the cave-dwellers refer to their homes.

There has been a fan translation released for the SNES version.

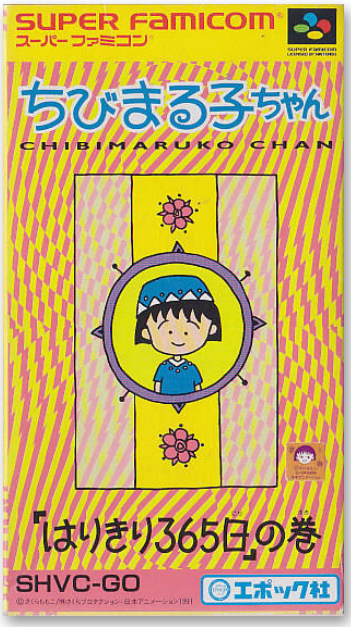
7.3




## Chibi Maruko-chan: Harikiri 365-Nichi no Maki

| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Epoch |
| **Release date** | (jp) December 13, 1991 |
| **Genre** | Board game |
| **Mode** | 1 Player |

This game is a virtual boardgame adaptation of the Chibi Maruko-Chan "slice of life" manga. The goal is to move along a board of 28-31 spaces that represent a month, finding helpful items and either gaining or losing money depending on what is found after each roll. The eventual winner is decided by the total amount of money earned at the end of the game.




7.6

## Chibi Maruko-chan: Mezase! Minami no Island!!

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) December 1, 1995 |
| **Genre** | Action, Puzzle |
| **Mode** | 1 Player |

Chibi Maruko-chan: Mezase! Minami no Island!! is a puzzle-based action game, published by Konami, which was released in Japan in 1995, for the Super Famicom. This video game is based on the shoujo anime/manga Chibi Maruko-chan.

*"unikgamer.com"*

## Chinhai

8.6

| | |
|---|---|
| **Developer** | Pixel |
| **Publisher** | Banpresto |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Chinhai is a Puzzle game, developed by Pixel and published by Banpresto, which was released in Japan in 1995.

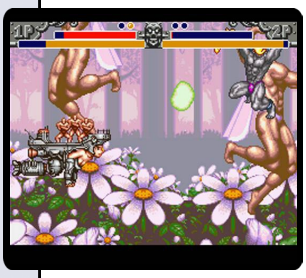
## Chō Aniki: Bakuretsu Rantouden

5.7

| | |
|---|---|
| **Developer** | NCS |
| **Publisher** | Masaya |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The Chō Aniki series makes its debut on the SNES with all of its homo-erotic, pseudo-humorous, bizarre, sweaty bodybuilding charm, but with one major gameplay change. Instead of being another side-scrolling shooter, Bakuretsu Rantouden is actually a one-on-one 2D fighter a la Street Fighter.

*"mobygames.com"*

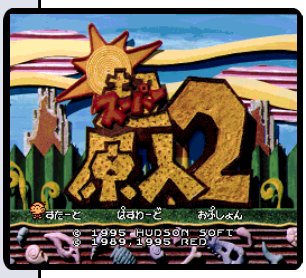


## Chō Genjin 2

7.9

| | |
|---|---|
| **Developer** | Red Entertainment |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) July 28, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Chō Genjin 2 was the 5th and final console game in the Bonk series. It was the follow-up to Super Bonk, and was released in 1995 only in Japan on the Super Famicom. Chō Genjin 2 is commonly referred to as "Super Bonk 2" in English-speaking countries.



7.4

## Chō Mahou Tairiku WOZZ

| | |
|---|---|
| **Developer** | Red Company |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) August 04, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is a traditional Japanese-style RPG similar to Breath of Fire: turn-based battles are viewed from an isometric perspective. Players control all three characters as a party, but in the beginning of the game they choose one of them as the main character, and therefore will see the game from his/her perspective. In case the characters split up, they'll be able to control only the one they chose.

*"mobygames.com"*

7.6

## Choujikuu Yousai Macross: Scrambled Valkyrie

| | |
|---|---|
| **Developer** | Winky Soft |
| **Publisher** | Zamuse |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The legend of the Valkyrie pilots is not yet over. Hikaru, Max, and Millia take flight to defend the earth from Zentraedi, robots, more robots, and giant space crab-bees. Now is the time to scramble Valkyrie again.

In a nod to Galaga the player is able to capture some enemy craft to increase their firepower.

*"mobygames.com"*

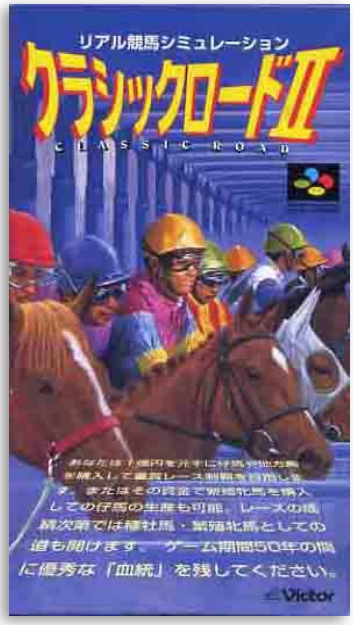
7.0

## Classic Road

| | |
|---|---|
| **Developer** | Opera House |
| **Publisher** | Victor Entertainment |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Sports, Simulation |
| **Mode** | 1 Player |

Classic Road is a horse racing simulation game for the Super Famicom from Opera House and Victor Interactive Software. The player can gamble on races, or raise their own racehorses and race them for cash prizes.

*"giantbomb.com"*




## Classic Road II

6.3

**Developer** Opera House
**Publisher** Victor Entertainment
**Release date** (jp) February 24, 1995
**Genre** Sports, Simulation
**Mode** 1 Player

Classic Road II is another horse racing simulation game for the Super Famicom from Opera House and Victor Interactive Software. The player can once again gamble on races, or raise their own racehorses and race them for cash prizes.

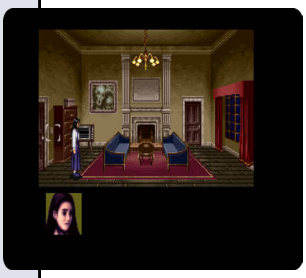
## Clock Tower

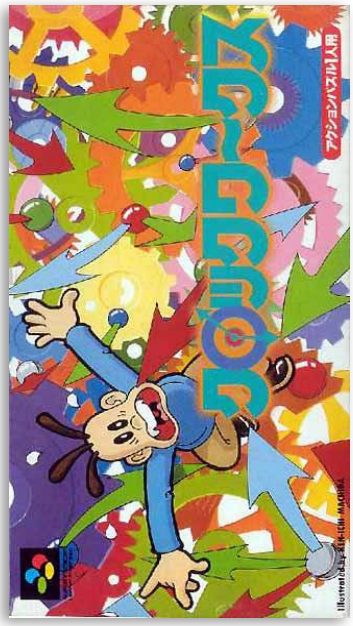
8.1

**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) September 14, 1995
**Genre** Survival horror, Adventure
**Mode** 1 Player

Clock Tower is a survival horror point-and-click adventure and the first installment of the long-running Clock Tower series

The story follows Jennifer Simpson as she learns the secrets of the Barrows Mansion and attempts to escape the game's antagonist, Scissorman. Much of the plot and many characters are inspired by Dario Argento's film, Phenomena.





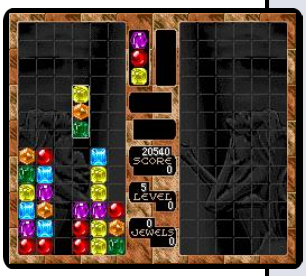

## ClockWorks

7.1

**Developer** Axes Art Amuse
**Publisher** Tokuma Shoten
**Release date** (jp) December 8, 1995
**Genre** Puzzle
**Mode** 1 Player

The object of the game is to solve a series of increasingly difficult levels by swinging a rotating wand from dot to dot until the player reaches the "goal" dot. Enemy wands that kill the player if touched march in predetermined patterns around each level's grid. The design is such that, with careful timing, the player can swing through seemingly impassable groups of enemies.

7.0



## Columns

| | |
|---|---|
| **Developer** | Marigul |
| **Publisher** | Media Factory |
| **Release date** | (jp) 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Columns has received numerous ports and sequels, not nearly as many as Tetris, but still a lot. One of the weirdest being a 1999 Super Famicom port from Media Factory distributed on the Japanese-exclusive Nintendo Power rewritable cartridge service, which may be the only instance of a Sega property being published on the SNES.

*"nilsoncarroll.wordpress.com"*

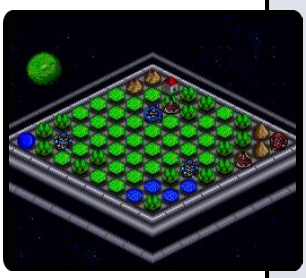
7.6

## Computer Nouryoku Kaiseki: Ultra Baken

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (jp) May 26, 1995 |
| **Genre** | Sports, Simulation |
| **Mode** | 1-4 Players |

The object is to become the wealthiest horse farmer in the world. Training and preparations are essential to producing a winning horse. When finances are low, horses can be sold to increase the player's bank account. Horses start out as foals; these foals must be trained in order for them to commence their horse racing career.

6.7



## Conveni Wars Barcode Battler Senki: Super Senshi Shutsugeki Seyo!

| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Epoch Co. |
| **Release date** | (jp) May 14, 1993 |
| **Genre** | Strategy, Role-Playing |
| **Mode** | 1 Player |

Conveni Wars Barcode Battler Senki: Super Senshi Shutsugeki Seyo! is built to work with their Barcode Battler handheld device: a machine that scans barcodes and creates soldiers/monsters with their own individual stats from the data.

*"giantbomb.com"*

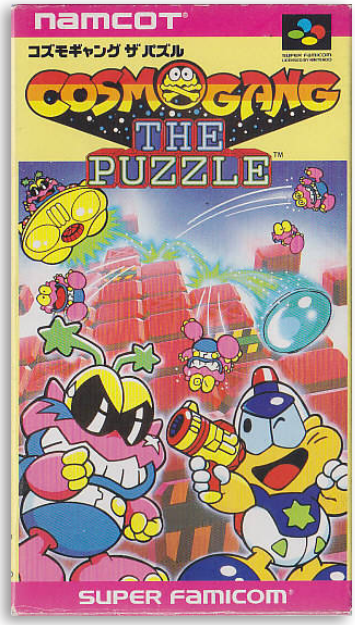
## Coron Land

5.6

| | |
|---|---|
| **Developer** | Aroma |
| **Publisher** | Yumedia |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

Coron Land ("Orchids Such Fell") is a 1995 Japan-exclusive action video game for the Super Famicom.

Hyou and Kiyu have to overcome six different stages to bring back the Snow Goddess statue (stolen by the evil villain) to Snowia in order to end the eternal winter.




## Cosmo Gang: The Puzzle

7.2

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) February 26, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The players must stack the falling Jammers from the original game and Containers into groups by using their controller to move pieces left, right and down and pressing their buttons to rotate them; when a player fills a line of Containers, they will disappear.

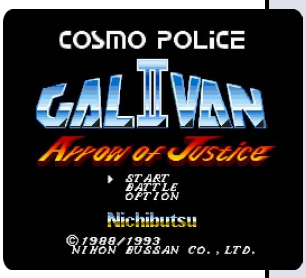
## Cosmo Gang: The Video

7.2

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) October 29, 1992 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

The players must take control of two spaceships, which are positioned at the bottom of the screen; the Cosmo Gangers (who are the enemies of the game) will fly into view from the left and right sides of the screen while firing hails of bullets down at them before taking their place in a formation, but some will break away from the formation to fly directly towards them. The gameplay is similar to Namco's older Galaxian games.

4.1



## Cosmo Police Galivan II: Arrow of Justice

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nihon Bussan |
| **Release date** | (jp) June 11, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Once again the universe is at peril from invaders from beyond, but this time their target is Earth. Three characters are playable, each with varying stats but basically the same moveset. Each character has a standard straight ahead punch or kick, a sweeping kick, an uppercut, and a ranged attack that must be charged up.

*"mobygames.com"*

7.0

## Crayon Shin-chan: Arashi wo yobu Enji

| | |
|---|---|
| **Developer** | Sun L, Sims Co. |
| **Publisher** | Bandai |
| **Release date** | (jp) July 30, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Arashi o Yobu Enji is one of many games based on the manga and anime created by Yoshito Usui. In four stages, each made up of five areas, Shin-chan must explore his neighborhood looking for a specific object. He can enter houses to ask people for information, but will often end up simply insulting them.

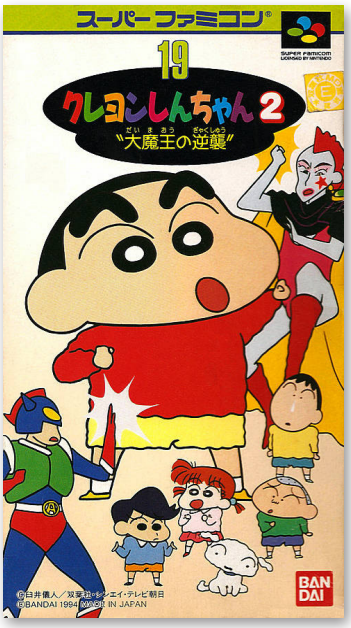
*"mobygames.com"*

7.3

## Crayon Shin-chan 2: Daimaou no Gyakushuu

| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Bandai |
| **Release date** | (jp) May 27, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is a standard side-scrolling 2D platformer. It is notable for letting players decide which order they want to tackle stages. It is the second of three Shin-Chan games to reach the Super Famicom (sandwiched between 1993's Crayon Shin-Chan: Arashi wo Yobu Enji and 1996's Crayon Shin-Chan: Osagusu Dobon) and was never released outside of Japan.



## Crystal Beans From Dungeon Explorer

7.1

| | |
|---|---|
| **Developer** | Birthday, Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Crystal Beans is an action RPG based on fighting and dungeon crawling. One can play as either of the eight initial character classes: Fighter, Warrior, Bow-man, Wizard, Priest, Kage, Monk, or Witch. In addition, there are four secret classes players discover during your journey.

*"mobygames.com"*

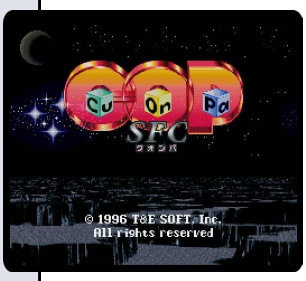
## Cu-On-Pa

7.6

| | |
|---|---|
| **Developer** | T & E Soft |
| **Publisher** | T & E Soft |
| **Release date** | (jp) December 20, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

One play as a three-dimensional cube that must destroy all the "Life Panels" on a level. To do so, players have to rotate their cube and roll over the colored squares on the transparent field. Panels come in a variety of colors and the main way to elimate them is by having the color on the top of the cube match the color of the tile beneath them.

*"giantbomb.com"*



## Cyber Knight

6.2

| | |
|---|---|
| **Developer** | Group SNE |
| **Publisher** | Tonkin House |
| **Release date** | (jp) October 30, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

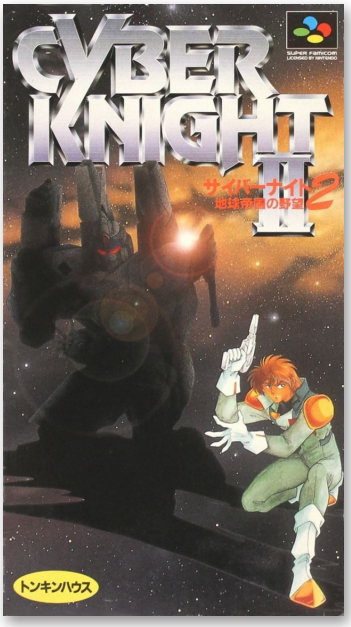
Cyber Knight combines the exploration of Star Trek with strategic robot combat. This game is intended for experienced role-playing gamers. The random encounters are high even for a Japanese role-playing game with a mid-to-late 1992 Super Famicom release date (i.e., Dragon Quest V: Hand of the Heavenly Bride) and the combat sequences (using melee attacks in addition to missiles and guns) are extremely slow.

6.5

## Cyber Knight II: Chikyū Teikoku no Yabō

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Tonkin House |
| **Release date** | (jp) August 26, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player travel the galaxy in the new spaceship, the Galvodirge, in order to help other human civilizations resist the attacks of the Earth's army. Like the first game, most of the planets are "dead" and serve no purpose in the game. Players even get to explore sewer systems, towns, and giant mazes.




5.8

## Cyborg 009

| | |
|---|---|
| **Developer** | BEC |
| **Publisher** | Bandai |
| **Release date** | (jp) February 25, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Based on the manga/anime by the same name, Cyborg 009 is a side-scrolling platformer in which the player takes control of 8 different cyborgs, using their special abilities to complete several missions.

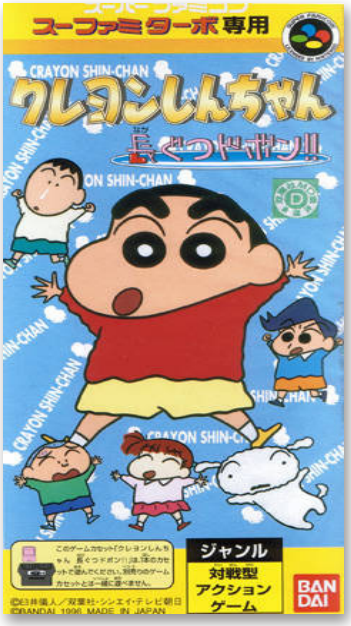
Before every mission, one cyborg is assigned leader and two more can be selected by the player. Only one cyborg can be controlled at a time, but it is possible to switch between cyborgs at any time.

7.7

## Crayon Shin-Chan: Osagusu Dobon

| | |
|---|---|
| **Developer** | AIM |
| **Publisher** | Bandai |
| **Release date** | (jp) September 27, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Crayon Shin-Chan: Osagusu Dobon is a Puzzle game, developed by AIM and published by Bandai, which was released in Japan in 1996.



## Dai-3-Ji Super Robot Taisen

8.0

**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) July 23, 1993
**Genre** Role-playing
**Mode** 1 Player

3rd Super Robot Wars is the third game in a series, the second in the "classic" canon. The game take place after the 2nd Super Robot Wars, the Divine Crusaders reformed under the leadership of the Zabi family, led by Gihren Zabi, who plans to use the DC to create a dictatorship. However, as the Federation tries to deal with the resurgence of the DC, a new foe appears, the aliens which Bian Zoldark warned of.

## Dai-4-Ji Super Robot Taisen

8.3

**Developer** Banpresto, Winkysoft
**Publisher** Banpresto
**Release date** (jp) March 17, 1995
**Genre** Role-playing
**Mode** 1 Player

4th Super Robot Wars is the 5th entry to the classic Super Robot Wars series and the last entry to the Divine Crusaders Arc.

The game became a huge influence to future Super Robot Wars Games and also to some series that debuted in the game. The game itself marks the first appearance of Shin Getter Robo from the Getter Robo Go manga in any medium.

## Daibakushou Jinsei Gekijou

7.1

**Developer** Taito
**Publisher** Taito
**Release date** (jp) December 25, 1992
**Genre** Board game
**Mode** 1-4 Players

Daibakushou Jinsei Gekijou ("Great Hearty Laughter Theater Life") is a Taito board game simulation based loosely on the Jinsei Game, the Japanese equivalent of Milton Bradley's The Game of Life.

Each player begins as a toddler and ends on retirement age, passing through each stage of life by landing on squares, earning money and increasing/decreasing their stats.

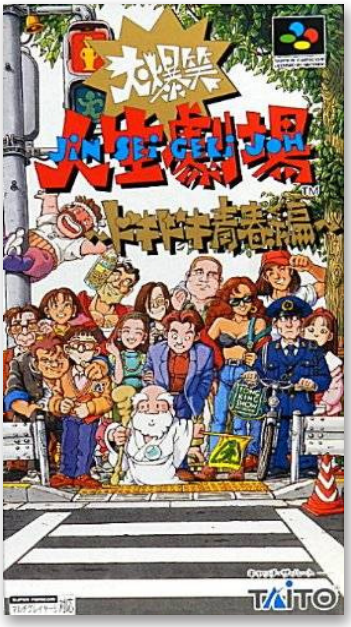
7.3

## Daibakushou Jinsei Gekijou: Dokidoki Seishun

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (jp) July 30, 1993 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Unlike Daibakushou Jinsei Gekijou, which carried the player from infancy to retirement age, Dokidoki Seishun Hen focuses entirely on highschoolers. The goal is to learn as much knowledge as possible, earn plenty of money and make their teachers and parents happy.

*"giantbomb.com"*




7.8

## Daibakushou Jinsei Gekijou: Ooedo Nikki

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

In this entry, the players are trying to survive the life of an Edo period citizen from early adulthood to old age. Depending on which square they end their turn on events occur with randomized positive or negative effects. The aim is to earn more gold than the other players by retirement age.

*"giantbomb.com"*

7.7

## Daibakushou Jinsei Gekijou: Zukkoke Salary Man Hen

| | |
|---|---|
| **Developer** | Taito |
| **Publisher** | Taito |
| **Release date** | (jp) December 29, 1995 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Daibakushou Jinsei Gekijou: Zukkoke Salary Man Hen is another release of the long series of Jinsei Gekijou games.

## Daikaijū Monogatari

7.6

| | |
|---|---|
| **Developer** | Birthday |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

In this clone of Dragon Quest, there are a series of natural disasters that are devastating the planet; causing the great Demon King Fattobajah to emerge from his elemental shell-induced slumber. A hero who carries a fire shell must save the world from a series of truly bad events. Up to ten playable characters can be used as allies in order to stop villains like Dr. Doan, Jalamar, Jodan, and Darkness Knight.

## Daikaijū Monogatari 2

7.2

| | |
|---|---|
| **Developer** | Birthday |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) August 2, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Daikaijuu Monogatari II is a Role-Playing game, developed by Birthday and published by Hudson, which was released in Japan in 1996.

The Daikaijū Monogatari series has been described as a Dragon Quest clone due to its similarities. However, the games are notably more humourous than Dragon Quest, and has a bizarre story to match.

## Daisenryaku Expert

7.6

| | |
|---|---|
| **Developer** | SystemSoft Alpha |
| **Publisher** | ASCII |
| **Release date** | (jp) September 25, 1992 |
| **Genre** | Strategy |
| **Mode** | 1-2 Players |

Daisenryaku Expert is a military strategy game from SystemSoft and the eighth in their Daisenryaku series. As with many others in the series, the goal is to defeat the other side by taking over key strategic locations, use those locations to produce new units and overwhelm the enemy forces who are busy attempting to do the same to the player.

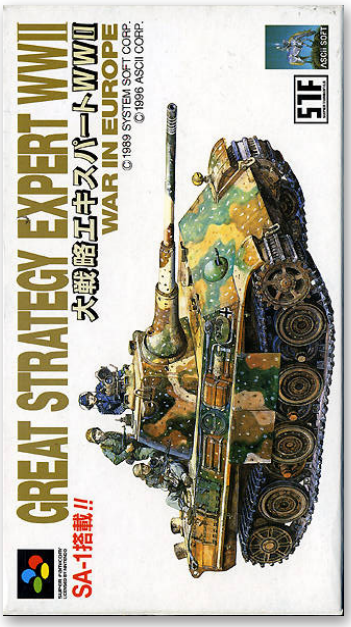
*"giantbomb.com"*

7.6

## Daisenryaku Expert WWII: War in Europe

**Developer** SystemSoft Alpha
**Publisher** ASCII
**Release date** (jp) August 30, 1996
**Genre** Strategy
**Mode** 1-2 Players

Daisenryaku Expert WWII: War in Europe takes place during World War II. There is a scenario mode and a campaign mode. The player usually controls the Third Reich as a default but it can be changed prior to the game. The action takes place on both the Eastern Front and the Western front.



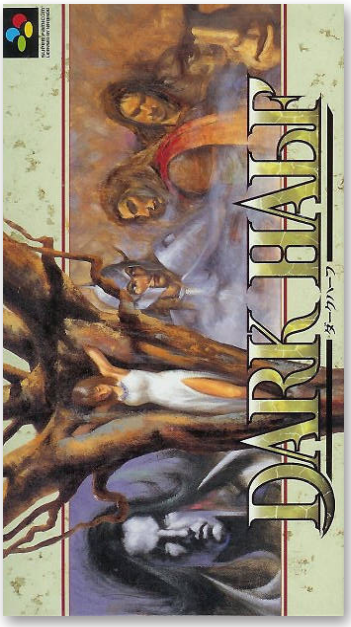

6.9

## Dark Half

**Developer** Westone
**Publisher** Enix
**Release date** (jp) May 31, 1996
**Genre** Role-playing
**Mode** 1 Player

The game is quite different from most other RPGs, because it lets one play as both the "good" hero and the villain. The game is divided into chapters, and each chapter is played by either Roda or Rukyu. Players switch the two heroes chapter-after-chapter, and lead them to their ultimate battle from two opposite sides. The entire game, including the battles, is viewed from an isometric perspective.

*"mobygames.com"*

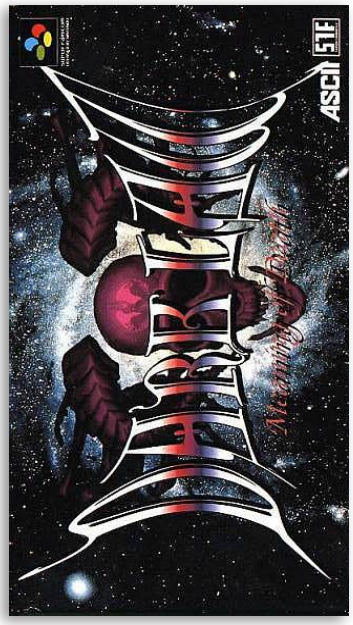



7.7

## Dark Kingdom

**Developer** Telenet Japan
**Publisher** Telenet Japan
**Release date** (jp) April 29, 1994
**Genre** Role-playing
**Mode** 1 Player

The object of Dark Kingdom is to play an evil mercenary named Gene Dorman. Instead of trying to save the world from an evil demon king, he joins forces with him in order to complete missions. Accomplishing each mission allows access to stronger allies, better abilities in addition to promotions in military rank.




## Dark Law: Meaning of Death

6.9

| | |
|---|---|
| **Developer** | SAS Sakata, Target Laboratory |
| **Publisher** | ASCII |
| **Release date** | (jp) March 28, 1997 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dark Law: Meaning of Death is a 32-megabit, 1997 Super Famicom release—one of the last in the system's history.

Like a game that popularized the trend, Chrono Trigger, the game has multiple endings. The game is considered to be less linear than its Japanese role-playing game counterparts.

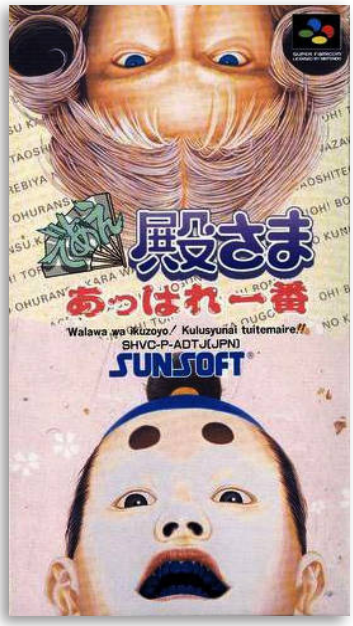
## Date Kimiko no Virtual Tennis

7.2

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | B-AI |
| **Release date** | (jp) May 13, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Date Kimiko no Virtual Tennis is a tennis game that simulates the world of professional women's tennis. It was endorsed by the Japanese professional tennis player Kimiko Date.

The object is to become one of the best female tennis players. In the world tournament mode, there is an elaborate story line to participate in as the player tries to become the world's most premier tennis champ.




## Deae Tonosama Appare Ichiban

6.6

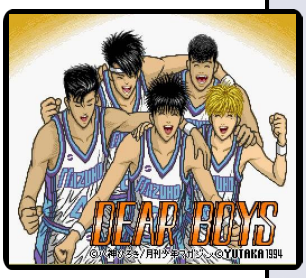
| | |
|---|---|
| **Developer** | Tokyo Design Center |
| **Publisher** | SunSoft |
| **Release date** | (jp) May 31, 1995 |
| **Genre** | Action platformer |
| **Mode** | 1-2 Players |

In this game the Earth is in danger, the Tokugawa shogunate has been overrun by an extra-terrestrial evil force, and only two morons have the power to save the day. Players take the role as either a daft French nobleman or an idiot Japanese lord and crush their foes with style.

*"thegamesdb.net"*

6.6

## Dear Boys

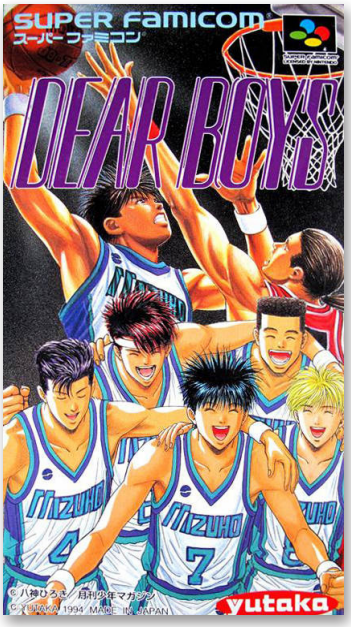


| | |
|---|---|
| **Developer** | Kan's |
| **Publisher** | Yutaka |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Dear Boys is a basketball game based on the manga of the same name. The game features both a story mode, which follows the plot of the manga, and an exhibition mode that allows the player to go straight into a match.

The game features a "dramatic" perspective that is also slightly turn-based, similar to the Captain Tsubasa games.

*"giantbomb.com"*



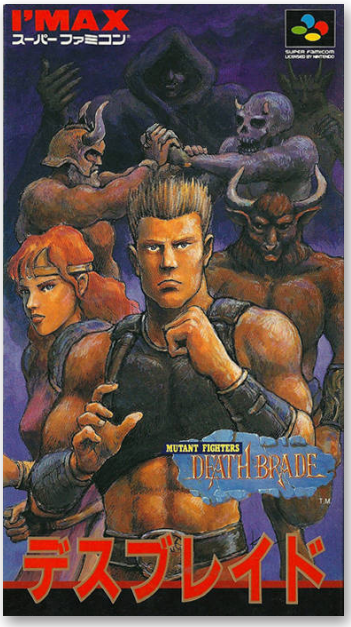

2.8

## Death Brade

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) July 16, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Mutant Fighter is a fighter game from Data East that originally debuted in the Arcades. The game includes various characters influenced by Ancient Greek mythology and its combat is more wrestling-oriented, with grapples, suplexes and Irish whips. The SNES port had to be downgraded in several areas, including the number of playable characters.

*"giantbomb.com"*

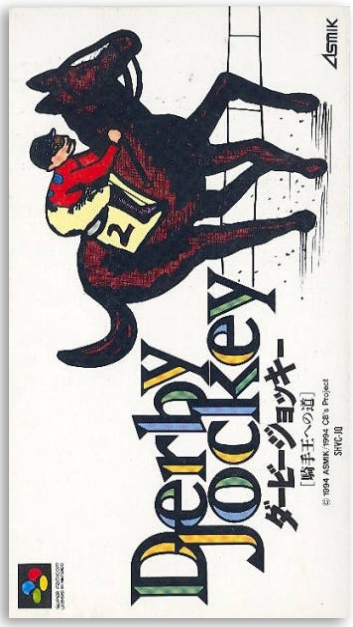



7.3

## Dekitate High School

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) July 7, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The game involves going through a day of high school in Japan as a teacher while managing a star pupil to good grades and popularity. Players can even build their own high schools for the purpose of gameplay, making this game similar to SimCity. A massive amount of yen is given at the start; so players can assign all the classes and even create yards of grass for students to loiter in between classes.

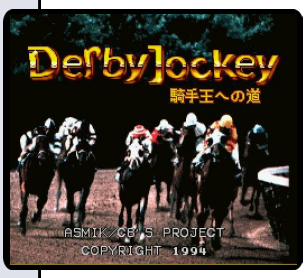



## Derby Jockey: Kishu Ou heno Michi

5.7

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Asmik |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Racing, Simulation |
| **Mode** | 1 Player |

Derby Jockey: Kishou e no Michi joins contemporary franchises like ASCII's Derby Stallion or Hect's Thoroughbred Breeder in giving players some control over the horses they raise and their prowess in races. The player can decide when the horse should move into a sprint while racing, often dependent on the temperament and stats of the horse.

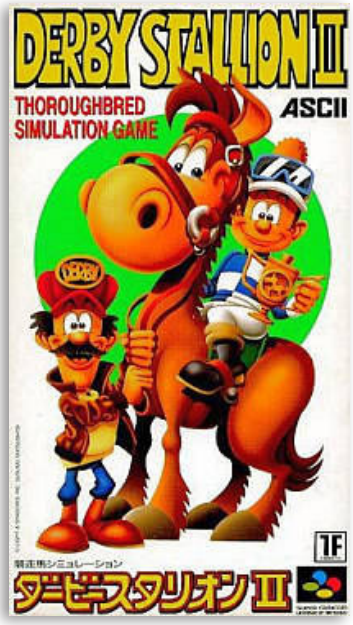


## Derby Jockey 2

7.7

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Asmik |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Racing, Simulation |
| **Mode** | 1 Player |

Derby Jockey 2, the sequel to Derby Jockey: Kishu Ou heno Michi, is a Sports game, developed by Graphic Research and published by Asmik Ace Entertainment, Inc, which was released in Japan in 1995. The game is another Horse breeding and racing game.

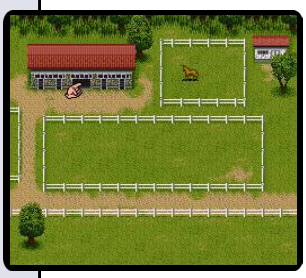



## Derby Stallion II

5.6

| | |
|---|---|
| **Developer** | ASCII |
| **Publisher** | ASCII |
| **Release date** | (jp) February 18, 1994 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Derby Stallion II is a complex horse farm business simulation game that was released in 1994 exclusively for a Japanese market. It was created for the Super Famicom. In the game, the player must breed horses that can be trained to become horse racing champion thoroughbreds. However, the player starts out with a limited amount of money and must sell horses at a profit once they are too old to race anymore.



6.6

## Derby Stallion III

**Developer** ASCII
**Publisher** ASCII
**Release date** (jp) January 20, 1995
**Genre** Simulation
**Mode** 1 Player

Derby Stallion III, released by ASCII in 1995 in Japan for Super Famicom, is the third game in the series. The mission in Derby Stallion is to build up a stable of horses and win weekly races. Players decide which horses to race and which horses to breed. This is a horse racing and business simulation game.

7.2

## Derby Stallion '96

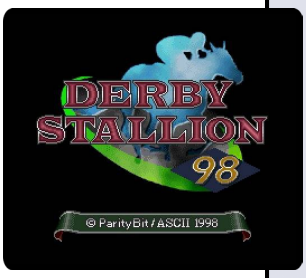
**Developer** ASCII
**Publisher** ASCII
**Release date** (jp) March 15, 1996
**Genre** Simulation
**Mode** 1 Player

Derby Stallion 96 is a Satellaview-compatible Slotted Cartridge that is a horse-breeding/racing simulation game.

The game read data from 8M Memory Packs which included pre-made horse and race data for players to use in their games.

*"satellaview.wikia.com"*

6.8

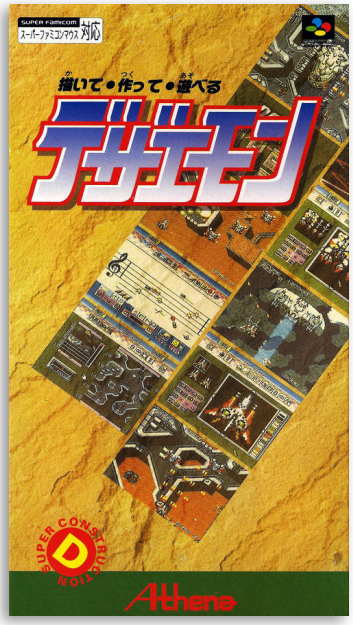


## Derby Stallion '98

**Developer** ASCII
**Publisher** Nintendo
**Release date** (jp) September 1, 1998
**Genre** Simulation
**Mode** 1 Player

Derby Stallion `98 was released through the Super Famicom-Nintendo Power.

The game feature the same gameplay as the rest in the series, where players do horse racing and breeding. It may be very compelling to bring up a young foal to eventually win the cup, before being put out to pasture.




## Dezaemon: Kaite Tsukutte Asoberu

7.4

| | |
|---|---|
| **Developer** | Athena |
| **Publisher** | Athena |
| **Release date** | (jp) September 20, 1994 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Dezaemon is a shoot 'em up construction kit from Athena. It allows players to draw their own ships, including additional frames of animation for moving right and left, as well as creating enemies and bosses, customizing weapon types and other elements. The game comes with a built-in "demo" project: Daioh Gale, a pseudo-sequel to Athena's 1983 Arcade game Daioh.

## Dharma Doujou

7.3

| | |
|---|---|
| **Developer** | Metro |
| **Publisher** | Den'Z |
| **Release date** | (jp) February 10, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Dharma Dōjō is a puzzle game, and conversion of an arcade game of the same name. Unlike the arcade original where the player has to move the character around the screen in order to hit a block with the mallet, this version automatically aligns the player with the furthest most block. This port also features four game modes (two more than the arcade version).

*"mobygames.com"*

## Dokapon 3-2-1: Arashi wo Yobu Yujo

9.3

| | |
|---|---|
| **Developer** | Asmik |
| **Publisher** | Asmik |
| **Release date** | (jp) December 2, 1994 |
| **Genre** | Role-playing, Board game |
| **Mode** | 1-4 Players |

Dokapon 3-2-1: Arashi o Yobu Yuujou is the second Dokapon game for the Super Famicom as well as the second overall. Like it predecessor, it follows a group of ragtag RPG heroes across a board game-like map as they attempt to outmaneuver each other and be the first to save the kingdom.

*"giantbomb.com"*

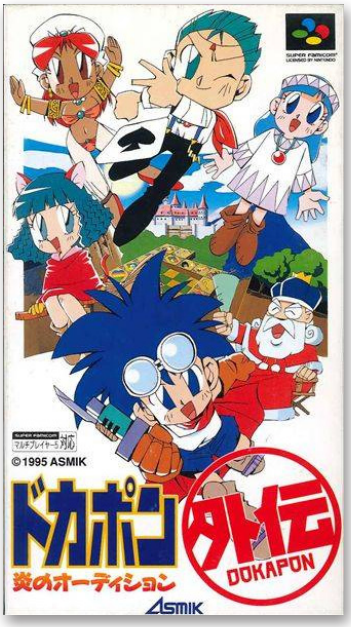
7.5

## Dokapon Gaiden

| | |
|---|---|
| **Developer** | Earthly Soft |
| **Publisher** | Asmik |
| **Release date** | (jp) December 1, 1995 |
| **Genre** | Role-playing, Board game |
| **Mode** | 1-4 Players |

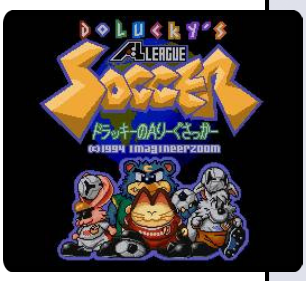
This was the third entry in the Dokapon series of RPG styled boardgames.

The game was aslo released as Dokapon Gaiden: Honoo no Audition, as a view-limited Downloadable game for the Satellaview that was broadcast in at least 2 runs between February 1, 1998 and November 28, 1998.




7.5

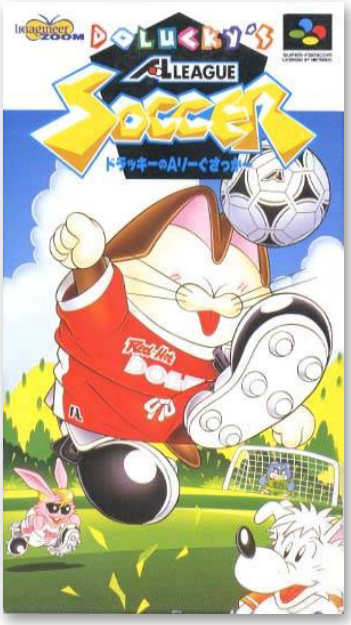
## Dolucky no A.League Soccer



| | |
|---|---|
| **Developer** | Zoom |
| **Publisher** | Imagineer |
| **Release date** | (jp) July 8, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Dolucky's A-League Soccer is a soccer game, which was released exclusively in Japan in 1994.

The game features a cat called Dolucky (the main character of the video game series) and other cartoonish animals such as dogs, rabbits and bears. The game structure has similarities with Battle Soccer: Field no Hasha, Rockman's Soccer or Nintendo World Cup.




7.4

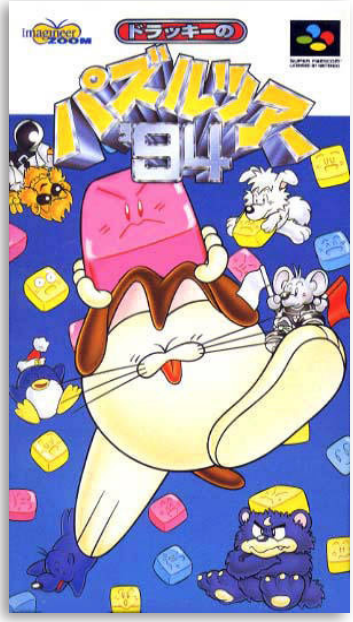
## Dolucky no Kusayakiu

| | |
|---|---|
| **Developer** | Zoom |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 17, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Dolucky no Kusayakiu is a baseball game, developed by Zoom and published by Imagineer, which was released exclusively in Japan in 1993.

A North American release Zoo Ball was scheduled, however it was canceled.

The video game soundtrack was released in 1994 by Victor Entertainment.




## Dolucky no Puzzle Tour '94

8.0

**Developer** Zoom
**Publisher** Imagineer
**Release date** (jp) October 28, 1994
**Genre** Puzzle
**Mode** 1-2 Players

This video game is a puzzle block fighter similar to other Japanese block games on the Super Famicom like Dossun! Ganseki Battle. The player has to match colored blocks together and gain combos/special blocks to fight against its opponent. The game features stylized "muted" graphics and a soundtrack composed by Hideyuki Shimono and Akihito Ohkawa. This was their first collaboration before Zero Divide in 1995.

## Donald Duck Mahou no Boushi

6.7

**Developer** SAS Sakata
**Publisher** Epoch
**Release date** (jp) August 11, 1995
**Genre** Platformer
**Mode** 1 Player

Donald Duck no Mahō no Bōshi ("Donald Duck in the Magic Cap") is a video game for the Super Famicom game console starring Donald Duck. It was released by Epoch on August 11, 1995 in Japan only.

Additional content was unlocked by scanning barcodes with Barcode Battler II connected via a "Barcode Battler II Interface".

## Doraemon: Nobita to Yousei no Kuni

7.9

**Developer** Sakata SAS
**Publisher** Epoch
**Release date** (jp) February 19, 1993
**Genre** Platformer
**Mode** 1 Player

The game is based on the anime series "Doraemon". Doraemon is a blue robotic cat who has the ability to enter dream world and to help the people who live there.

The game primarily consists of platform action stages, which an exploration mode thrown in.

*"mobygames.com"*

7.2

## Doraemon 2: Nobita no Toys Land Daibouken

| | |
|---|---|
| **Developer** | Sakata SAS |
| **Publisher** | Epoch |
| **Release date** | (jp) December 17, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The game is closely related to Doraemon: Nobita to Yōsei no Kuni. In this adventure, Nobita, Doraemon, and their friends travel to the Toys Land. Some evil toys are threatening this country, and it's up to our heroes to help its inhabitants.

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7.3

## Doraemon 3: Nobita to Toki no Hougyoku

| | |
|---|---|
| **Developer** | AIM |
| **Publisher** | Epoch |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In this game, a friend of Nobita's finds a fossil. Accidentally, this fossil gets overrun by a car. Nobita feels it was his fault and asks Doraemon to use a time machine to travel back to prehistoric age to retrieve the fossil.

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7.5

## Doraemon 4: Nobita to Tsuki no Oukoku

| | |
|---|---|
| **Developer** | Agenda |
| **Publisher** | Epoch |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In this game, Nobita and Doraemon are looking at the beautiful moon, when suddenly a strange light engulfs them. They learn that something terrible has happened in the Moon Kingdom. Now they must travel to the moon and discover what is going on.

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## DoReMi Fantasy: Milon no DokiDoki Daibouken

7.7

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

DoReMi Fantasy is a sequel to the 1988 NES game, Milon's Secret Castle. The game is somewhat different from the original Milon's Secret Castle. This game is more of a straight platformer, while its predecessor combined platforming with puzzles and exploration. The game also has a more lighthearted and whimsical tone than the original.

## Dossun! Ganseki Battle

7.7

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

This game is a falling block puzzle game in a pseudo-medieval fantasy setting that pits two characters against each other in an abstract form of combat that is quite similar to games like Columns. Combining at least three matching symbols in a vertical, horizontal or diagonal line does not only clear them off the screen, but also deals damage to an opponent.

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## Dōkyūsei 2

7.6

| | |
|---|---|
| **Developer** | Elf |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 1, 1997 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Dōkyūsei 2 is a classic "love adventure". Players are a high-school student, whose father is a famous archaeologist traveling around the world, and whose mother died when he was a child. It is now his third year at the 88 High School, and naturally, his primary concern is his love life. Will he be able to date successfully and to come to a happy ending with one of the fifteen lovely female classmates?

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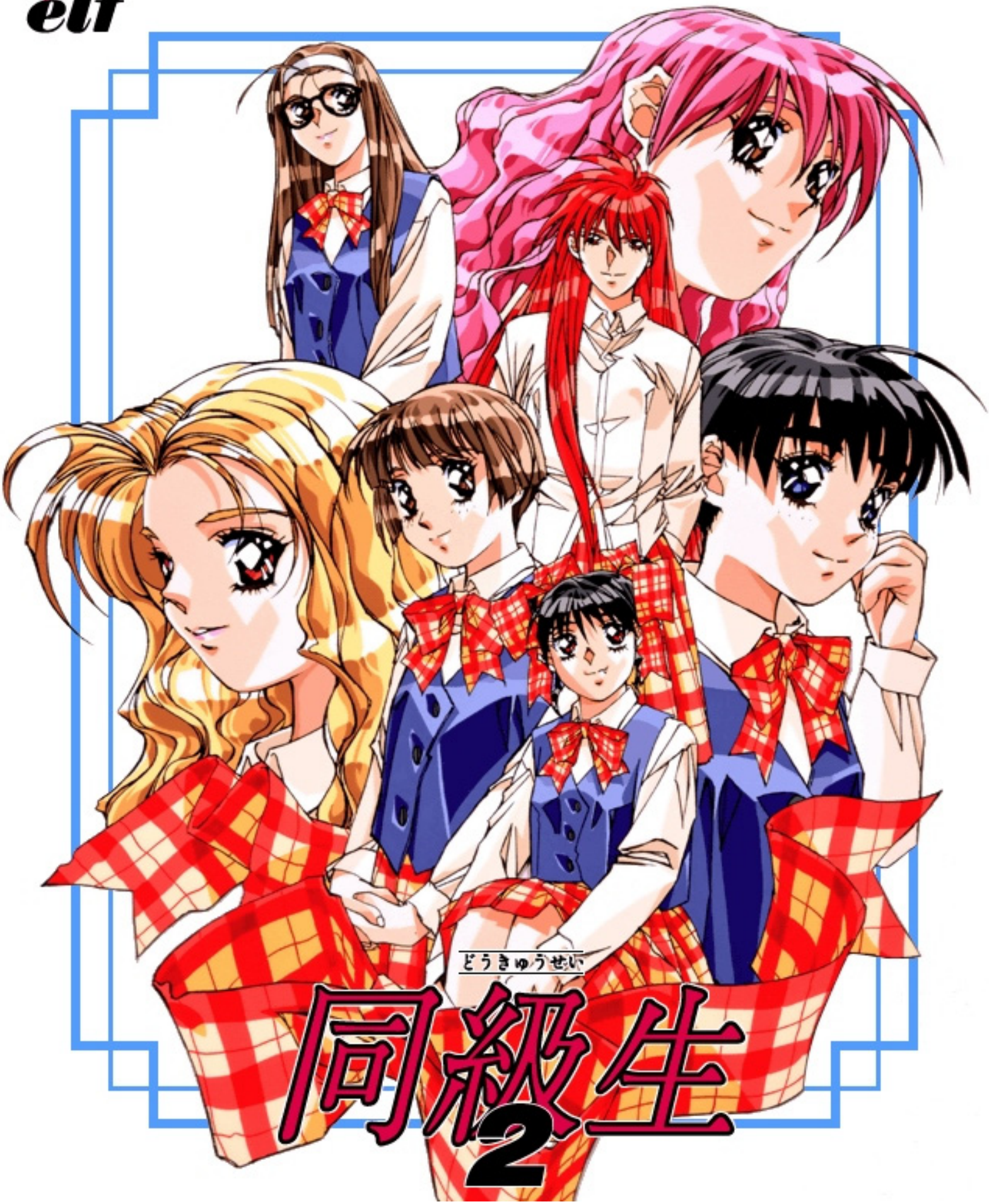
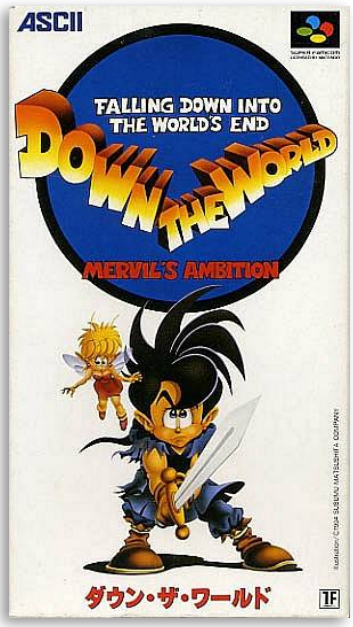
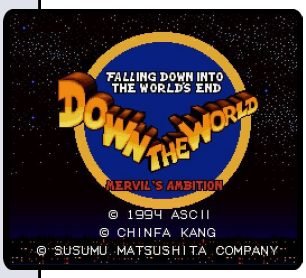
elf






## Down the World: Mervil's Ambition

7.6



| | |
|---|---|
| **Developer** | ASCII |
| **Publisher** | ASCII |
| **Release date** | (jp) September 30, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is a Final Fantasy IV-like role-playing video game where the player takes the role as Mervil as he tries to become the most successful man in his world. During the course of the game, he fights rough monsters, goes on perilous quests, and becomes tougher as he acquires stronger equipment and fights evil forces.

## Downtown Nekketsu Baseball Monogatari: Baseball de Shoufuda! Kunio-kun

8.2

| | |
|---|---|
| **Developer** | Technos |
| **Publisher** | Technos |
| **Release date** | (jp) December 17, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

This is another sports title in the Nekketsu High game series, this time featuring the Nekketsu guys go at each other's throat while playing baseball. As expected of a Nekketsu game, players can play it rough by sneaking punches and kicks to "bend" the rules a bit.

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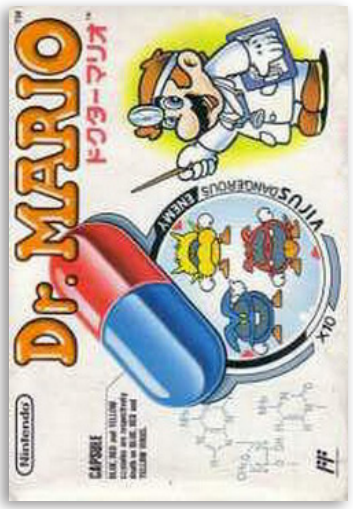
Game Flyer:




## Dr. Mario

7.1

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (jp) June 1, 1998 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

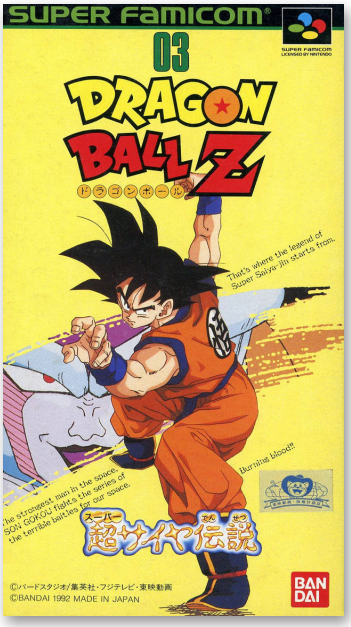
This was an enhanced remake of Dr. Mario, released in Japan as a downloadable title for the Super Famicom's Satellaview peripheral, under the name Dr. Mario BS Version. It was re-released again in Japan as a downloadable game for the Super Famicom's and Game Boy's Nintendo Power cartridges.

7.3

## Dragon Ball Z: Super Saiya Densetsu

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) January 25, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dragon Ball Z: Super Saiya Densetsu is the first Dragon Ball game for the Super Famicom. It is a remake combining two earlier Famicom games: Dragon Ball Z: Kyôshū! Saiyan and Dragon Ball Z II: Gekishin Frieza.




6.4

## Dragon Ball Z: Chou Gokuuden Totsugeki Hen

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) March 24, 1995 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

This was the first of the two "interactive fighters" for SNES based on the famous manga series Dragon Ball. "Totsugeki Hen" tells the story of the hero, Son Goku, following the first volume of the manga. The game puts players in control of Son Goku only during battles or when there is a possibility to make a choice and to influence the storyline.

6.2

## Dragon Ball Z: Chou Gokuuden Kakusei Hen

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

The game picks up the story where it ended in the previous game, and continues through Piccolo, Saiyajin, and Freezer sagas of the manga. After the battle with the Demon King Piccolo, the twenty-third World Martial Arts Tournament is about to begin.

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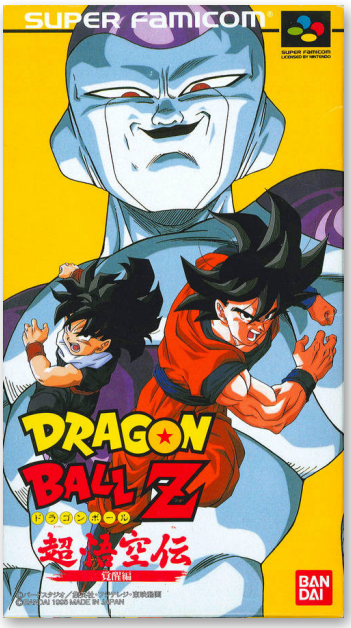

## Dragon Knight 4

6.8

**Developer** Elf, Banpresto
**Publisher** Banpresto
**Release date** (jp) December 27, 1996
**Genre** Role-playing
**Mode** 1 Player

Dragon Knight 4 was first released as a erotic role-playing game for MS-DOS. A censored version was later ported to the SNES. The game features a turn-based battle system, with the player in control of up to eight additional characters. Allies and enemies are both separated into statistically distinct classes: swordsmen, archers and sorcerers, with certain armour and weaponry being appropriate to each.

## Dragon Quest I & II

7.3

**Developer** Chunsoft
**Publisher** Enix
**Release date** (jp) December 18, 1993
**Genre** Role-playing
**Mode** 1 Player

This is a remake of two first Dragon Quest titles, the second version of both Dragon Quest and Dragon Quest II. This remake includes updated graphics that retain the original look, sound of higher quality, and some changes in the gameplay and in the game world: certain locations are larger, some menu commands (such as "Stairs") are omitted, and there is a larger variety of items.

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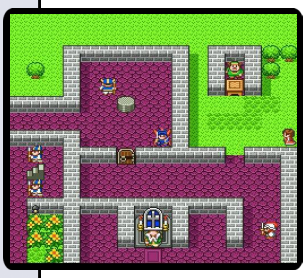

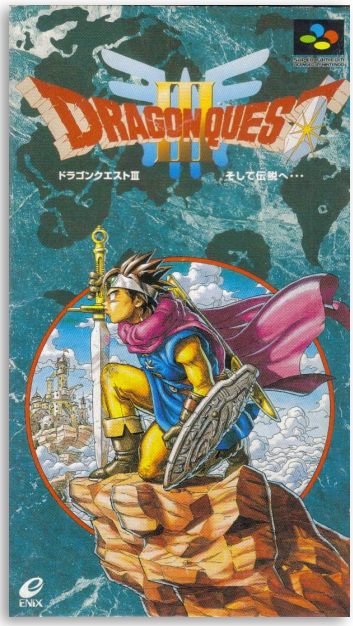


## Dragon Quest III: Soshite Densetsu e…

8.5

**Developer** Chunsoft
**Publisher** Enix
**Release date** (jp) December 6, 1996
**Genre** Role-playing
**Mode** 1 Player

The Super Famicom version, released in late 1996, during the last days of the SNES in North America, was never brought to North America, due to Enix America Corporation's closure in 1995. By the time Enix of America returned, the SNES had left the North American market. In 2009, it was unofficially translated into English.

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## Dragon Quest V: Tenkū no Hanayome

8.3

| | |
|---|---|
| **Developer** | Chunsoft |
| **Publisher** | Enix |
| **Release date** | (jp) September 27, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dragon Quest V takes place over roughly thirty years of the main character's life, from when he is born through to when he gets married and has a family. The title introduced a gameplay dynamic in which monsters from random encounters may offer to join the player's party. This concept was used in later Dragon Quest games, and in the Dragon Quest Monsters series.

## Dragon Quest VI: Maboroshi no Daichi

8.1

| | |
|---|---|
| **Developer** | Heartbeat |
| **Publisher** | Enix |
| **Release date** | (jp) December 9, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

As the sixth installment to the Dragon Quest series, the graphics and gameplay remain close to the other games, with minor additions and upgrades. The graphics were vastly improved from Dragon Quest V.

The large cartridge ROM used by the game resulted in an extremely high price of 11,970 yen (about 137 dollars).

## Dragon Slayer: Eiyuu Densetsu

7.1

| | |
|---|---|
| **Developer** | Falcom |
| **Publisher** | Falcom |
| **Release date** | (jp) February 14, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dragon Slayer: The Legend of Heroes is a role-playing game originally released in 1989 for the NEC PC-8801.

In 1995, a version of the game was also broadcast exclusively for Japanese markets via the Super Famicom's Satellaview subunit under the name BS Dragon Slayer Eiyu Densetsu.

7.6

## Dragon Slayer: Eiyuu Densetsu II

| | |
|---|---|
| **Developer** | Falcom |
| **Publisher** | Falcom |
| **Release date** | (jp) June 4, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dragon Slayer: The Legend of Heroes II was first released in 1992 for the NEC PC-8801. Over the next few years it was also ported to the Super Famicom.

Additional content was unlocked in the Super Famicom version by scanning barcodes with Barcode Battler II connected via a "Barcode Battler II Interface".

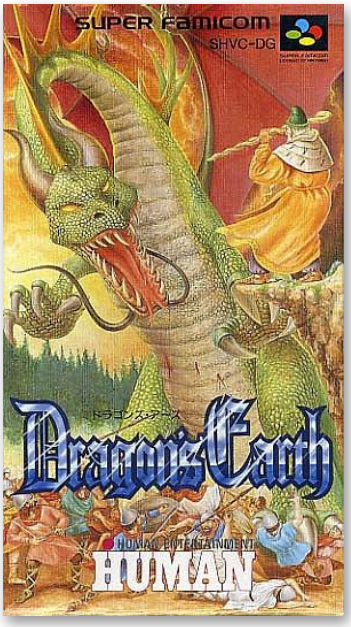
7.2

## Dragon's Earth

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) January 22, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Dragon's Earth is a strategy game about defeating dragons, rival armies, and other monsters in order to save medieval European villages from utter destruction.

The main objective in the game is to defeat the dragon that occasionally flies into the map.

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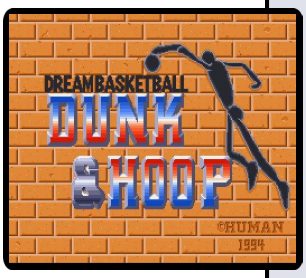

## Dream Basketball: Dunk & Hoop

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Sports |
| **Mode** | 1-5 Players |

In Dream Basketball: Dunk & Hoop, the player can choose between a regular match of basketball, featuring two baskets and teams of five, or a 3-on-3 mode which is focused on one basket. Up to five human players can join in on either mode, provided a multitap peripheral is available.

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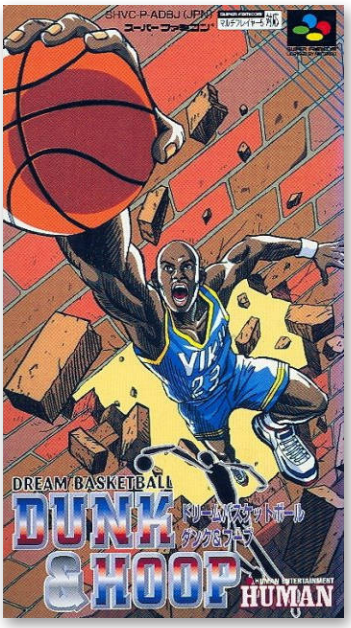


## Dual Orb

6.9

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) April 16, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dual Orb is a traditional Japanese-style RPG with turn-based combat viewed from first-person perspective. As Ralph, the 15 years old student, ventures further on his journey, he discovers companions who will help him on his quest, and join his party.

## Dual Orb II

6.9

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) December 29, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The sequel to Dual Orb focuses on Aleth, a mysterious boy found by the High Priest of Garade when he was just a baby. His best friend, Lagnus, is the prince of Garade and his partner in swordplay. Aleth and Lagnus soon venture into a forbidden dungeon where they discover a "goddess" with no memory.

7.6

## DunQuest: Majin Fuuin no Densetsu

| | |
|---|---|
| **Developer** | Technos |
| **Publisher** | Technos |
| **Release date** | (jp) July 21, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Dunquest is an RPG with a strong focus on action and knowledge of the Japanese language. The game was published by Technos and released in Japan in 1995.

6.6

## Dynamaite: The Las Vegas

| | |
|---|---|
| **Developer** | Micro Factory |
| **Publisher** | Virgin Interactive |
| **Release date** | (jp) April 28, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Dynamaite: The Las Vegas is a gambling game set in Las Vegas that features a variety of different venues for gambling. They range from old favorites like roulette, poker, slot machines and blackjack to less common games like Daisyou and Ting-Tiro.

The loose story of the game involves the protagonist, Mr Dynamite, travelling to every casino in the district and earning enough money to achieve VIP status.

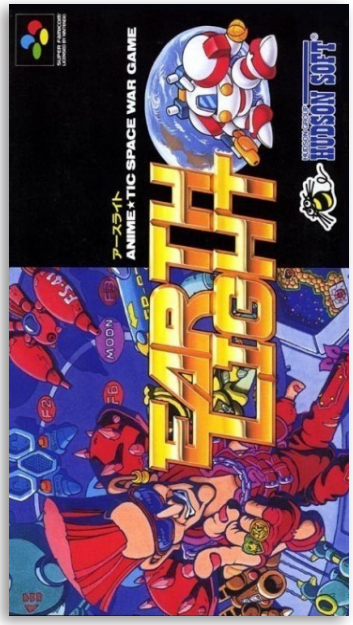
8.5

## Dynamic Stadium

| | |
|---|---|
| **Developer** | Eleca |
| **Publisher** | Sammy |
| **Release date** | (jp) November 26, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Dynamic Stadium is a baseball game from Eleca/Electronics Application. While adopting the same behind-the-batter perspective as Namco's Famista series, Dynamic Stadium presents its athletes as comic book heroes rather than chibi figures, making them absurdly buff and frequently featuring action shots of them catching fly-balls and narrowly making it to base before being caught out.

*"giantbomb.com"*




## Earth Light

7.9

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) July 24, 1992
**Genre** Strategy
**Mode** 1 Player

Earth Light is a strategy game for the Super Famicom that features mechs fighting each other in various conflicts on land, in air and in space. Though superficially similar to existing Gundam strategy games, Earth Light is unaffiliated with that franchise (coincidentally enough, a later 1999/2000 Gundam movie had the subtitle "Earth Light").

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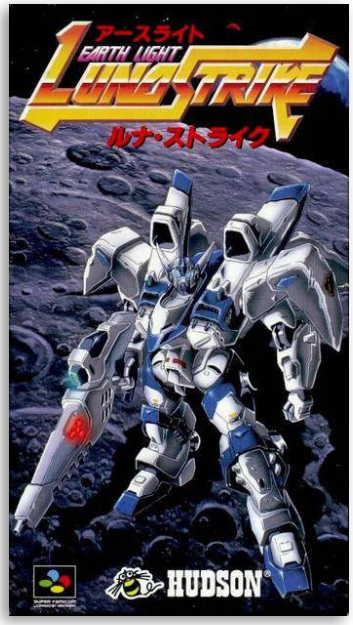



## Earth Light: Luna Strike

8.0

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) July 26, 1996
**Genre** Strategy
**Mode** 1 Player

Luna Strike is an even further departure from the classic Nectaris formula. In fact, Luna Strike is closer to the RPG/strategy genre: for each map, players select one of several "commanders" -- each with specific attributes -- to lead their troops into battle.

*"unikgamer.com"*

## Edo no Kiba

7.3

**Developer** Riot
**Publisher** Micro World
**Release date** (jp) March 12, 1993
**Genre** Action
**Mode** 1 Player

Edo no Kiba is a Super Famicom cyberpunk action game intended for a Japanese audience. It is Tokyo in the year 2050 where terrorists are running wild in the streets, and only one armored police officer is fast enough to hunt them down.

The player attacks by slashing to the right with his energy sword. He can also hold his sword defensively to deflect some bullets.

7.7

## Eien no Filena

**Developer** Tokuma Shoten
**Publisher** Tokuma Shoten
**Release date** (jp) February 25, 1995
**Genre** Role-playing
**Mode** 1 Player

Eternal Filena was released late into the Super Famicom's life, but despite this it had somewhat dated graphics that were remniscent of Final Fantasy V and a battle system similar to Final Fantasy Mystic Quest.

The gameplay is typical of role-playing video games of its time, using a turn-based battle system with random encounters with monsters to gain experience and level up.

7.4

## Elfaria

**Developer** Hudson Soft, Red Entertainment
**Publisher** Hudson Soft
**Release date** (jp) January 3, 1993
**Genre** Role-Playing
**Mode** 1 Player

The game is streamlined in a few ways compared to other RPGs of the era. There are no experience points or money to be earned from combat; the player's party instead levels whenever an area's boss is defeated, and items like consumables and equipment need to be found on the field by exploring.

*"giantbomb.com"*

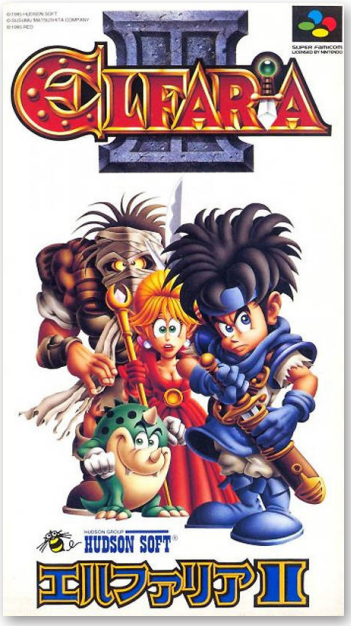
7.8

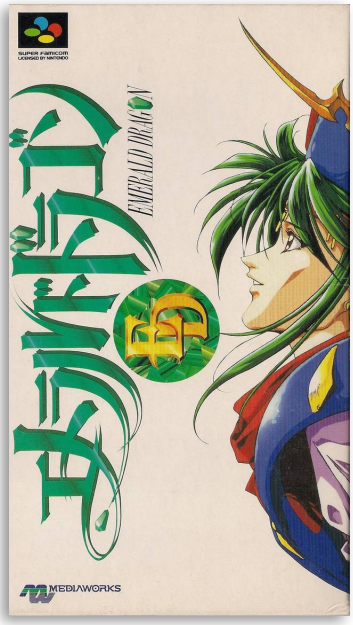
## Elfaria 2: The Quest of the Meld

**Developer** Red Entertainment
**Publisher** Hudson Soft
**Release date** (jp) June 9, 1995
**Genre** Role-Playing
**Mode** 1 Player

Developed in association with Susumu Matsushita (a leading Japanese illustrator who is well known for his Famitsu covers), this is the second in the "Fantastic Theater" RPG series from Hudson and Red.

An english translation of the game was commissioned for Hudson Soft to Working Designs, but the game was eventually only released in Japan.






## Emerald Dragon

7.5

**Developer** Alfa System
**Publisher** MediaWorks
**Release date** (jp) July 28, 1995
**Genre** Role-playing adventure
**Mode** 1 Player

The game utilises a top-down overhead perspective, where players move the controllable character in two dimensions. As the player moves around in a world map, he or she may encounter battles which are turn-based with a time point system. As this is a role-playing game, experience points are collected for defeating enemies which are used to level-up playable characters.

## EMIT Vol. 1

7.1

**Developer** Koei
**Publisher** Koei
**Release date** (jp) March 25, 1995
**Genre** Adventure
**Mode** 1 Player

The first part in a series of adventure games developed under Koei's "English Dream" label, a collection of games used to help teach the English language.

The game was originally released in 1994 and divided into 3 volumes: Lost in Time, Desperate Journey and Farewell to Me. The plot is about a girl that can travel through time by walking in a mysterious tunnel.

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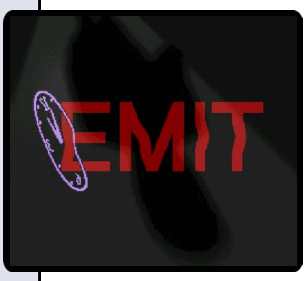


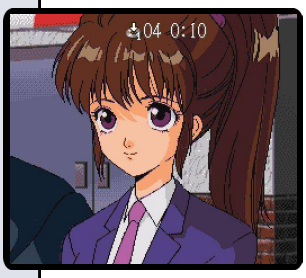

## EMIT Vol. 2

8.6

**Developer** Koei
**Publisher** Koei
**Release date** (jp) March 25, 1995
**Genre** Adventure
**Mode** 1 Player

The second part in a series of adventure games developed under Koei's "English Dream" label.

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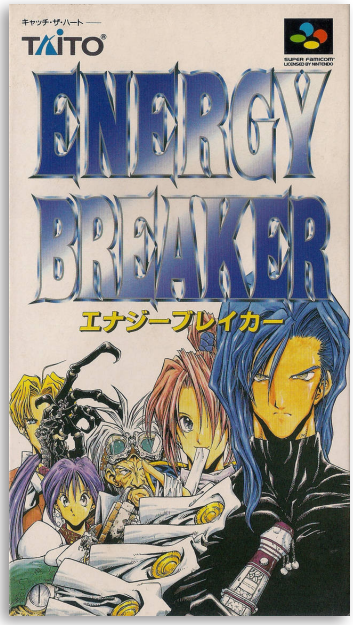
## EMIT Vol. 3

8.1

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) March 25, 1995 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

The third part in a series of adventure games developed under Koei's "English Dream" label.

*"giantbomb.com"*



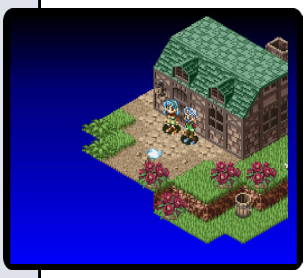

## Energy Breaker

8.2

| | |
|---|---|
| **Developer** | Neverland |
| **Publisher** | Taito |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Role-playing, Strategy |
| **Mode** | 1 Player |

Energy Breaker is an isometric strategy RPG. The game is most well known for having character designs by Yasuhiro Nightow, the creator of Trigun, and for being the last game Neverland developed for the Super Famicom.

The English patch for Energy Breaker was one of the longest ongoing rom hacking projects ever, taking almost 12 years to complete.



## Esparks: Ijikuu Kara no Raihousha

6.2

| | |
|---|---|
| **Developer** | San-X |
| **Publisher** | Tomy |
| **Release date** | (jp) March 31, 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

The popular stationery character "Esparks" is made into a game. The adventure begins on when a different world that floats on the sea. To progress the story, the player must go to the past and future with the help of a time machine.

*"neoseeker.com"*

7.1

## F-1 Grand Prix

**Developer** Video System
**Publisher** Video System
**Release date** (jp) April 28, 1992
**Genre** Racing
**Mode** 1 Player

F-1 Grand Prix is a top-down racing game based on the formula one season 1991. The game features various options for manual car tuning and has a damage system: collisions cause the components to weaken. In order to avoid a fast race end, a pit stop is advised to repair damages. When the car drives a lap, it stands still and the environment rotates around the car.

*"mobygames.com"*

7.3

## F-1 Grand Prix Part II

**Developer** Video System
**Publisher** Video System
**Release date** (jp) February 26, 1993
**Genre** Racing
**Mode** 1 Player

This is the second title in Video System's licensed F1 Grand Prix series as well as the last to be released in arcade format, which this title is based on the 1992 Formula One season.

Unlike the Arcade version, the player can choose all the teams and main drivers that competed in the 1992 season. The main feature was the introduction of a Story mode.

7.1

## F-1 Grand Prix Part III

**Developer** Video System
**Publisher** Video System
**Release date** (jp) April 22, 1994
**Genre** Racing
**Mode** 1 Player

This video game is the third title in Video System's licensed F1 Grand Prix series, which is based on the 1993 Formula One season. It was licensed by Fuji Television and FOCA. It is also the first title in the series to be released exclusively to a home console. All the teams and drivers of the 1993 season are represented except the three-time world champion Ayrton Senna, whose name was not included with the F1 licence.

## Famicom Bunko: Hajimari no Mori

7.5

| | |
|---|---|
| **Developer** | Nintendo R&D1, Pax Softnica |
| **Publisher** | Nintendo |
| **Release date** | (jp) July 1, 1999 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

In this text-based adventure, players control an elementary school boy staying at his grandfather's house in a rural village for the summer. There he befriends a young girl, and they go on many adventures in the mysterious forest near his grandfather's house. Gameplay is similar to the Shin Onigashima games. Actions are chosen from a command menu.

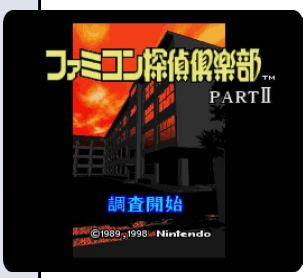
*"mobygames.com"*

## Famicom Tantei Club Part II: Ushiro ni Tatsu Shōjo

8.1

| | |
|---|---|
| **Developer** | Nintendo R&D1 |
| **Publisher** | Nintendo |
| **Release date** | (jp) April 1, 1998 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Famicom Tantei Club Part II is a text-based adventure first released in 1989 for the FamiCom Disk System. The SFC remake had improved graphics and remade music. The SFC remake also adds an extra, final part to the ending - a personality assessment for the entertainment of the player, based on the player's actions and patterns.



## Farland Story: Yottsu no Fuuin

7.1

| | |
|---|---|
| **Developer** | TGL |
| **Publisher** | Banpresto |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Strategy, Role-Playing |
| **Mode** | 1 Player |

Farland Story is the first game in the Farland Saga, a long set of Strategy games popular in China, Korea and Japan.

The game start with Arc, walking with his friend Randia (a Knight) when a Black Knight suddenly appears and kidnaps Ferio, Arc's love. Arc must set out with his army to defeat the knight and rescue Ferio.

7.4

## Farland Story 2: Dance of Destruction

| | |
|---|---|
| **Developer** | TGL |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Strategy, Role-Playing |
| **Mode** | 1 Player |

Farland Story 2 is an independent side-story to the Farland Story series (this game shouldn't be confused with Farland Story Denki: Arc Ou no Ensei, which is also known as "Farland Story 2"). The game is set in the same time line as the second and the third "main-stream" Farland Story games, 20 years after Arc has become a king.

*"thegamesdb.net"*

7.5

## FEDA: Emblem of Justice

| | |
|---|---|
| **Developer** | Max Entertainment |
| **Publisher** | Yanoman |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

Feda: Emblem of Justice centers around two soldiers forced to fight against the now-corrupted empire they used to serve.

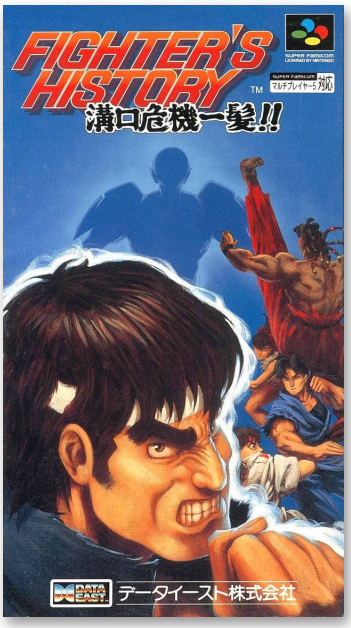
The game is a tactical role playing game. Much like Shining Force there are two forms of gameplay: exploration and battles. During the exploration stage players can explore towns and other locations and visit shops and houses.

6.9

## Fighter's History: Mizoguchi Kikiippatsu!!

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) May 27, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

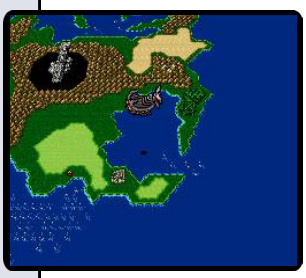
Fighter's History: Mizoguchi Kiki Ippatsu!! was the only game in the series released exclusively for the home market. Originally planned as a port of Fighter's History Dynamite, many changes were made to the game, including the addition of a new game mode where Mizoguchi is the protagonist. The story takes place after the events of Dynamite.

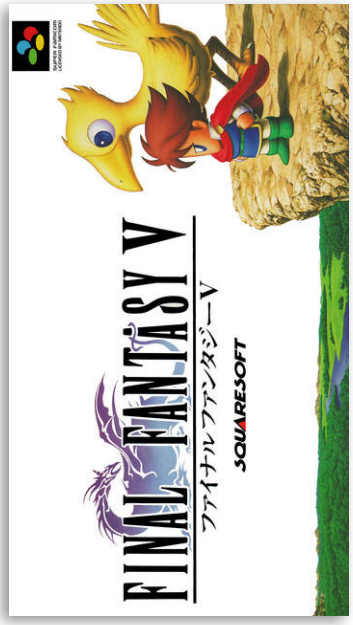


## Final Fantasy IV EasyType

**Developer** Square
**Publisher** Square
**Release date** (jp) October 29, 1991
**Genre** Role-playing
**Mode** 1 Player

In addition to its original release, Final Fantasy IV has been remade into many different versions. The first of these was Final Fantasy IV Easytype, a modified version of the game. The Easytype was designed to be even easier than its North American counterpart. In this version, the attack powers of weapons have been enhanced, while the protective abilities of certain accessories and armor are amplified.






## Final Fantasy V

8.3

**Developer** Square
**Publisher** Square
**Release date** (jp) December 6, 1992
**Genre** Role-playing
**Mode** 1 Player

The game begins as a wanderer named Bartz investigates a fallen meteor. There, he encounters several characters, one of whom reveals the danger facing the four Crystals that control the world's elements. These Crystals act as a seal on Exdeath, an evil sorcerer. Bartz and his party must keep the Crystals from being exploited by Exdeath's influence and prevent his resurgence.

## Final Set Tennis

6.3

**Developer** Open System
**Publisher** Forum
**Release date** (jp) September 17, 1993
**Genre** Sports
**Mode** 1-4 Players

Final Set is a tennis game for the Super Famicom, created by Open System and Forum; a duo which would only go on to create one other game: Super Indy Champ, also for the Super Famicom. Final Set uses photos of actual people for its various playable tennis characters, and digitized actors as the athletes.

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# FINAL FANTASY V

ファイナルファンタジーV

取扱説明書

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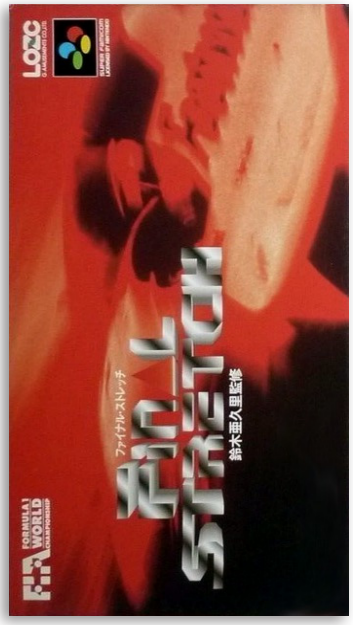


## Final Stretch

6.0

| | |
|---|---|
| **Developer** | Genki |
| **Publisher** | LOZC G. Amusements |
| **Release date** | (jp) November 12, 1993 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Final Stretch is a Japan-exclusive Formula One racing game licensed by FOCA to Fuji Television, which is based on the 1993 Formula One season.

The game was supervised by Aguri Suzuki and can be considered as the sequel to Aguri Suzuki F-1 Super Driving. It features a DSP-1 chip. In single-player mode, there is a split screen and the player is given five views to choose from.

## Fire Emblem: Monshō no Nazo

8.0

| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (jp) January 21, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Fire Emblem: Mystery of the Emblem is the third installment in the Fire Emblem series and was the first Fire Emblem title for the Super Famicom, and the first 24-megabit cartridge for the system. The game is divided into two distinct parts, or books. Book One is a remake of the original Fire Emblem: Ankoku Ryū to Hikari no Tsurugi, and Book Two is a continuation of events, following the same characters.

## Fire Emblem: Seisen no Keifu

8.8

| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (jp) May 14, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Fire Emblem: Seisen no Keifu is the fourth title in the Fire Emblem series, and the last game produced by Gunpei Yokoi.

Fire Emblem: Seisen no Keifu takes place in the continent of Jugdral. The Fire Emblem does not actually appear in this game, but it is mentioned as the family crest of Velthomer nobility.

8.2

## Fire Emblem: Thracia 776

**Developer** Intelligent Systems
**Publisher** Nintendo
**Release date** (jp) September 1, 1999
**Genre** Role-playing
**Mode** 1 Player

Fire Emblem: Thracia 776 is the third and final Fire Emblem series title to be released on the Super Famicom.

The game takes place between Chapters 5 and 6 of the previous game, Fire Emblem: Seisen no Keifu. Several characters from Fire Emblem: Seisen no Keifu appear, such as Leif, Finn, and Nanna. It takes place in the Thracian peninsula in southeastern Jugdral.

7.7

## Fire Pro Joshi: All Star Dream Slam

**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) July 22, 1994
**Genre** Sports
**Mode** 1-2 Players

Fire Pro Joshi All-Star Dream Slam is an all-female wrestling game from Human Entertainment and uses their 16-bit isometric Fire Pro Wrestling engine. The wrestlers are all taken from the Zen-Nippon Joshi Pro Wrestling circuit, an exclusively female wrestling promotion that lasted for many years in Japan.

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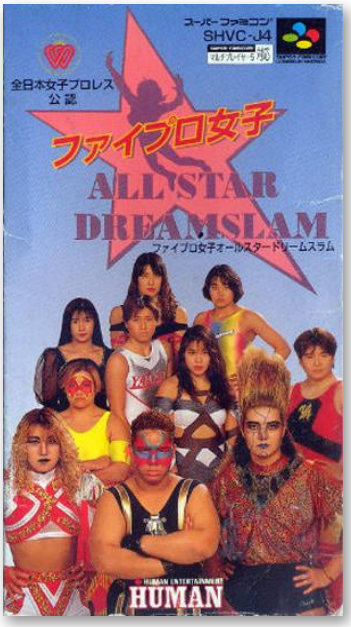


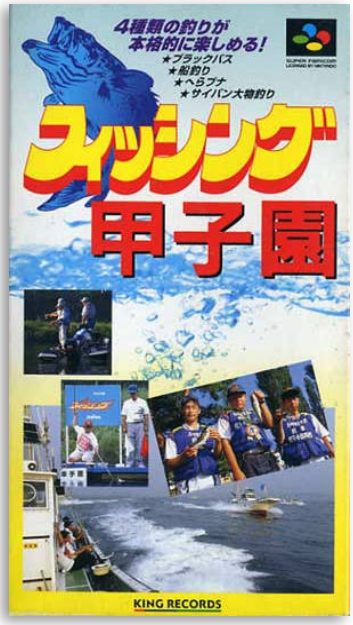

6.8

## First Queen: Ornic Senki

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) March 11, 1994
**Genre** Role-playing, Strategy
**Mode** 1 Player

Ornic Senki is a remake of the 1988 game, First Queen. The game retains the basic gameplay and the story of the original. Some scenes and dialogues were added. The battle system remains the same, but the player has more options to customize the party AI. The game is a mixture of RPG and strategy game with real-time combat.

*"mobygames.com"*




## Fising Koushien

7.6

| | |
|---|---|
| **Developer** | A-Wave |
| **Publisher** | King Records |
| **Release date** | (jp) May 31, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Fishing Koushien is a fishing game, developed by A-Wave and published by King Records, which was released in Japan in 1996.

King Records did also release a game with the same title for the Sega Saturn.

## Flying Hero: Bugyuru no Daibouken

6.9

| | |
|---|---|
| **Developer** | Sting |
| **Publisher** | SOFEL |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Flying Hero: Bugyuru no Daibouken is a vertically scrolling shoot 'em up with a bright, cartoony style, similar to games like Sega's Fantasy Zone or Konami's TwinBee series. The game features Bugyuru, a flying ball, whose girlfriend Pao gets kidnapped by a mysterious vampire named Biblio.

*"giantbomb.com"*

## Fortune Quest: Dice wo Korogase

8.2

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Zamuse |
| **Release date** | (jp) April 28, 1994 |
| **Genre** | Role-playing, Board game |
| **Mode** | 1-6 Players |

Fortune Quest: Dice o Korogase is a fantasy RPG with a board game motif that is based on the anime OVA Fortune Quest: a parody of D&D fantasy games about a group of six broke adventurers who take a simple quest for funds which ends up getting far more complicated and dangerous than they were anticipating.

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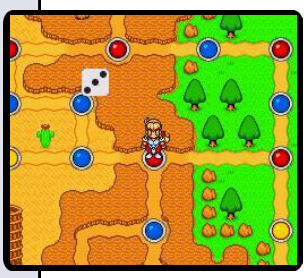


7.6

## From TV Animation Slam Dunk: Dream Team Shueisha Limited

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) July 20, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

This was a special limited edition of From TV Animation Slam Dunk: Yonkyou Gekitotsu!!, entitled From TV Animation: Slam Dunk: Dream Team Shueisha Limited, released later the same year. It has identical gameplay but only includes All-Star teams.

*"giantbomb.com"*

7.5

## From TV Animation Slam Dunk: SD Heat Up!!

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

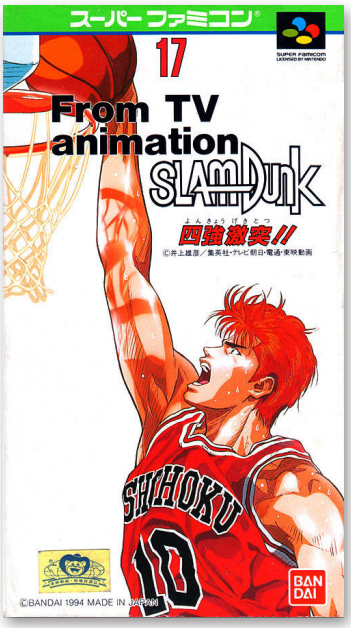
From TV animation: Slam Dunk SD Heat Up!! is another basketball sim game based on the basketball manga and anime of the same name. The game was developed by Tose and published by Bandai, which was released in Japan in 1995.

7.6

## From TV Animation Slam Dunk: Shikyou Gekitotsu!!

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) March 26, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game is the first Super Famicom game in the From TV Animation: Slam Dunk series of basketball games based on the basketball manga and anime of the same name. The player has some control over each match, and must occasionally complete QTEs to intercept the ball, throw three-pointers and other offensive and defensive maneuvers.

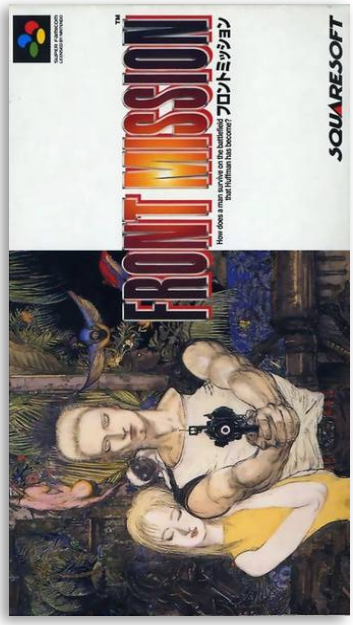


## From TV Animation Slam Dunk 2: IH Yosen Kanzenhan!!

7.4

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

From TV animation - Slam Dunk 2: IH Yosen Kanzenban!! is yet another Anime/Manga-based basketball video game developed by TOSE and published by Bandai in 1995.



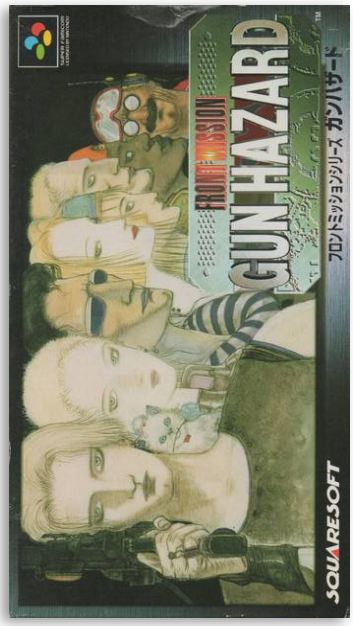

## Front Mission

8.1

| | |
|---|---|
| **Developer** | G-Craft |
| **Publisher** | Square |
| **Release date** | (jp) February 23, 1995 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

Front Mission is the first main entry and the first entry overall in the Front Mission series. Front Mission is part of a serialized storyline that follows the stories of various characters and their struggles involving mecha known as wanzers.

Game progression is done in linear manner: watch cutscene events, complete missions, set up wanzers during intermissions, and sortie for the next mission.




## Front Mission: Gun Hazard

7.9

| | |
|---|---|
| **Developer** | Omiya Soft |
| **Publisher** | Square |
| **Release date** | (jp) February 23, 1995 |
| **Genre** | Shooter, Role-playing |
| **Mode** | 1 Player |

Gun Hazard is the first spin-off entry and the second entry overall in the Front Mission series. Unlike all other Front Mission titles, Gun Hazard takes place in a completely separate universe.

Rather than being played out on a grid-based map and using a turn-based structure, battles takes place in real-time on scrolling 2D maps akin to Assault Suits Valken.

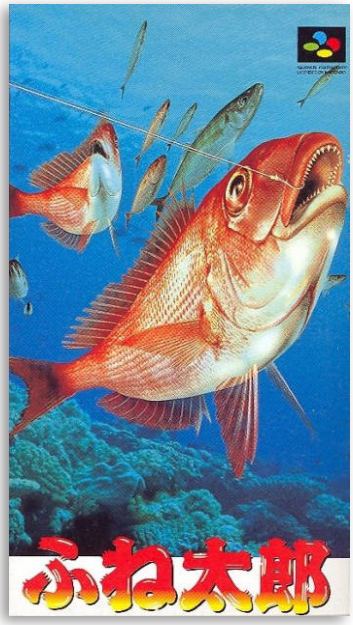
art: Yoshitaka Amano

## Funaki Masakatsu Hybrid Wrestler: Tougi Denshou

8.3

**Developer** Technōs
**Publisher** Technōs
**Release date** (jp) October 21, 1994
**Genre** Sports
**Mode** 1-2 Players

Funaki Masakatsu no Hybrid Wrestler: Tōgi Denshō is a Japan-exclusive Wrestling game licensed by World Pancrase Create Inc. and endorsed by Masakatsu Funaki. It was published by Technōs Japan in 1994, for the Super Famicom.

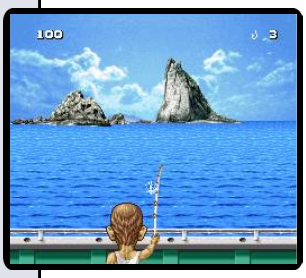



## Fune Tarou

6.8

**Developer** Victor
**Publisher** Pack-In-Video
**Release date** (jp) August 1, 1997
**Genre** Sports
**Mode** 1 Player

Fune Tarou is a fishing game, published by Pack-In-Video, which was released in Japan in 1997.



## Fushigi no Dungeon 2: Furai no Shiren

7.7

**Developer** ChunSoft
**Publisher** ChunSoft
**Release date** (jp) December 1, 1995
**Genre** Adventure, Role-Playing
**Mode** 1 Player

Mystery Dungeon: Shiren the Wanderer is a graphical roguelike by Chunsoft. It is the second videogame in the Mystery Dungeon series, and the first game in the series to feature all original characters.

As in other roguelikes, the player moves in a turn-based manner through a number of dungeons.

6.8

## G-O-D: Mezame yoto Yobu Koe ga Kikoe

**Developer** Imagineer
**Publisher** Infinity, Third Stage
**Release date** (jp) December 20, 1996
**Genre** Role-playing
**Mode** 1 Player

The game is a console-style RPG with randomly encountered enemies whom players fight in turn-based combat viewed from "over-the-shoulder" perspective, similar to Phantasy Star IV. Gen and other party members develop special powers called "chakra", which can be leveled up just like the characters themselves.

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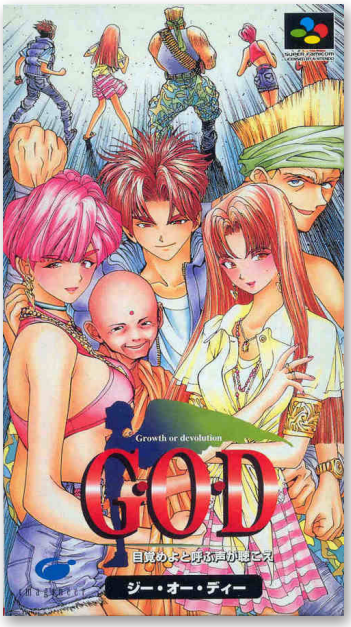


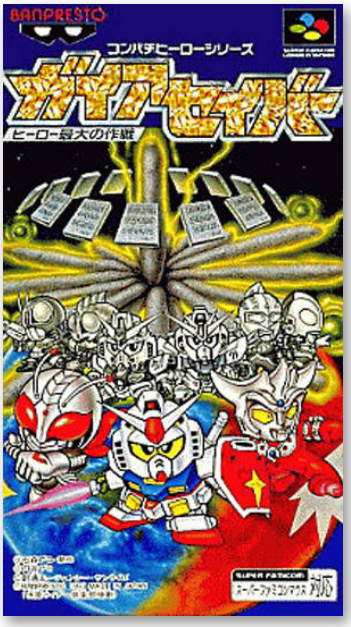

6.4

## Gaia Saver

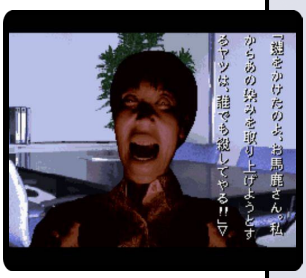
**Developer** Arc System Works
**Publisher** Banpresto
**Release date** (jp) January 28, 1994
**Genre** Action role-playing
**Mode** 1 Player

Gaia Saver is a science fiction role-playing game, where the player has to fight wielding an alliance with the super deformed heroes. The primary objective is to save the Earth. The heroes advance in three parties. While the story progresses, various heroes become companions, and participate in the battle.

It is the only game in the Compati Hero series that is not developed by Winkysoft.



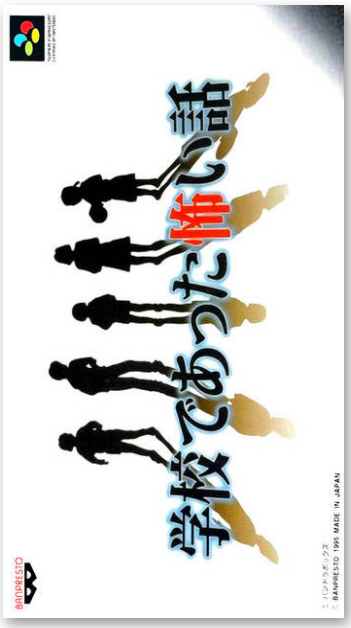

8.2



## Gakkou de Atta Kowai Hanashi

**Developer** Pandora Box
**Publisher** Banpresto
**Release date** (jp) August 4, 1995
**Genre** Adventure, Survival horror
**Mode** 1 Player

Gakkou de atta Kowai Hanashi is a survival horror text-based visual novel. Photographs of real people are used for the characters, and real scenery for backgrounds. Seven mysteries occur at a schoolhouse. Shuichi Sakagami of the school newspaper is sent to investigate and meets with six other students after school to hear their stories.



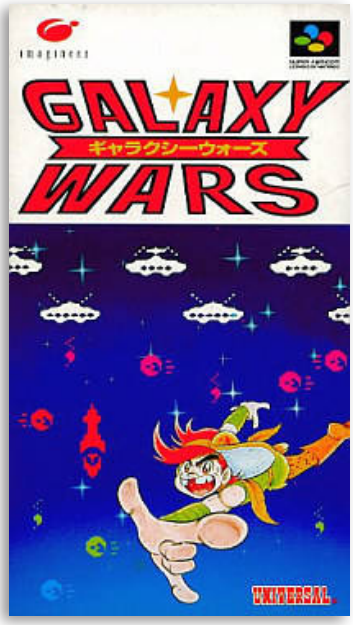
## Galaxy Robo

7.2

| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Imagineer |
| **Release date** | (jp) March 11, 1994 |
| **Genre** | Strategy, Role-Playing |
| **Mode** | 1 Player |

The player directs a group of mech pilots, each riding distinctive bi-pedal suits and other vehicles. The game is structurally similar to Fire Emblem: the player moves all their units for their turn, either fighting enemy units or performing other tasks, and then control switches to the opponent.

The game was one of a handful of games to use the SNES Mouse peripheral.




## Galaxy Wars

6.4

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) January 13, 1995 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The aim of this arcade port is to launch missiles from the bottom of the screen at enemy spacecraft located at the top. To get there, the missile must pass through a asteroid belt flying across the screen and avoid the shots being fired down from the spacecraft. It is the players job to control the missile. Once launched it can be moved left and right and can be sped up by using the boost to speed it's way out of trouble.

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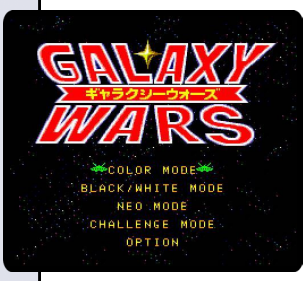


## Gambler Jikochuushinha: Mahjong Kouisen

7.3

| | |
|---|---|
| **Developer** | Bits Laboratory |
| **Publisher** | PalSoft |
| **Release date** | (jp) September 25, 1992 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Gambler Jiko Chuushinha: Mahjong Kouisen is a four-player Mahjong game in which the player takes on various characters from the Gambler Jiko manga about the titular legendary gambler. The game follows other Gambler Jiko games like Gambler Jiko Chuushinha for the Famicom.

*"giantbomb.com"*

6.5

## Gambler Jikochuushinha 2: Dorapon Quest

| | |
|---|---|
| **Developer** | Bits Laboratory |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Role-playing, Board game |
| **Mode** | 1-4 Players |

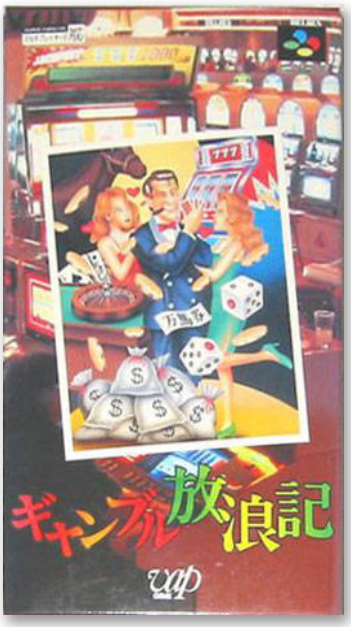
Gambler Jiko Chuushinha 2: Dorapon Quest is a 1994 Super Famicom mahjong game and one based on Katayama Masayuki's manga Gambler Jiko Chuushinha. Like the first Super Famicom Super Zugan, which was also based on a manga created by Katayama Masayuki, Dorapon Quest frames its various mahjong games as "battles" in an RPG.

5.0

## Gambling Hourouki

| | |
|---|---|
| **Developer** | Vap |
| **Publisher** | Vap |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Gamble Hourouki is a gambling game, published by Vap, which was released in Japan in 1996.




7.5

## Game no Tatsujin

| | |
|---|---|
| **Developer** | Affect |
| **Publisher** | SunSoft |
| **Release date** | (jp) August 11, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Game no Tatsujin is a collection of more than 20 kinds of board games, like chess, shogi, checkers, Solitaire and more. The game contains a variety of AI difficulty, in low-grade difficulty with tips for beginners.

## Game no Tetsujin: The Shanghai

5.5

| | |
|---|---|
| **Developer** | Activision |
| **Publisher** | SunSoft |
| **Release date** | (jp) October 13, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Game no Tetsujin: The Shanghai is another board game compilation from SunSoft, which was released in Japan in 1995.

## Gamera: Gyaosu Gekimetsu Sakusen

5.5

| | |
|---|---|
| **Developer** | Axes Art Amuse |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Gamera, the flying turtle, stars in his own game. The game is a Strategy game, developed by Axes Art Amuse and published by Sammy Studios, which was released in Japan in 1995.

## Gan Gan Ganchan

6.8

| | |
|---|---|
| **Developer** | Team Mental Care |
| **Publisher** | Magifact |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

Gan Gan Ganchan is a colorful maze/action game that borrows numerous elements and gameplay mechanics from the arcade classic Pac Man with a few notable exceptions. The player takes control of a cute little star called Ganchan, and his mission is to collect four colored creatures of each color and to bring them to an exit door located somewhere in each level.

*"videogameden.com"*

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目標確認！
攻撃開始!!

全国東宝洋画系95年3月11日公開
最新映画「ガメラ～大怪獣空中決戦～」

怪獣撃退リアルタイムシミュレーション

# ガメラ

## ギャオス撃滅作戦

- 戦況が変化する新感覚ゲームシステム。
- 2大怪獣の迫力ある戦闘を再現。
- 操作表示により誰にでもプレイ可能。
- 新兵器開発可能、人命救助で予算アップ。

政府が決定した怪獣撃退の作戦が各ステージの任務。
作戦準備終了後、その地点に怪獣を誘導するべく、時間稼ぎをしながら最小限の被害となるコースを通るよう、攻撃内容を指示する。

シナリオは映画、『大怪獣ガメラ』『ガメラ対ギャオス』『ガメラ～大怪獣空中決戦～』をもとに構成。

●品切れが予想されますので、ご予約はお早めにお近くのファミコンショップへ。

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## Ganbare Daiku no Gensan

7.4

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Action |
| **Mode** | 1 Player |

In Ganbare Daiku no Gensan, players must go through five stages (with two areas each), destroying workers that get in their way using a mallet. They can use it to perform two special attacks. One that sends fireballs going in all directions, and a more powerful one that sends shockwaves, destroying everything on screen. At the end of each area, a boss needs to be defeated in order to proceed to the next one.

*"mobygames.com"*

## Ganbare Goemon 2: Kiteretsu Shogun Magginesu

8.1

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Adventure |
| **Mode** | 1-2 Players |

This is the second SNES game in the popular blend of the adventure and jump and run genres which is the Goemon series. Again, the player (and their partner, in 2 player mode) control Goemon, his friend Ebisu-Maru and, new to the bunch, robot Sasuke, through loads of action stages and villages.

*"mobygames.com"*

## Ganbare Goemon 3: Shichijuurokubei no Karakuri Manji Katame

7.8

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Third title in the Ganbare Goemon series of platform/adventure games which cast players as the heroic Goemon as he attempts to save feudal Japan from all sorts of wacky evildoers. This time around, a time-travelling machine threatens all of Japan and thus Goemon and co. must jump into the future to stop the machine.

7.9

## Ganbare Goemon Kirakira Douchuu: Boku ga Dancer ni Natta Wake

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Adventure |
| **Mode** | 1-2 Players |

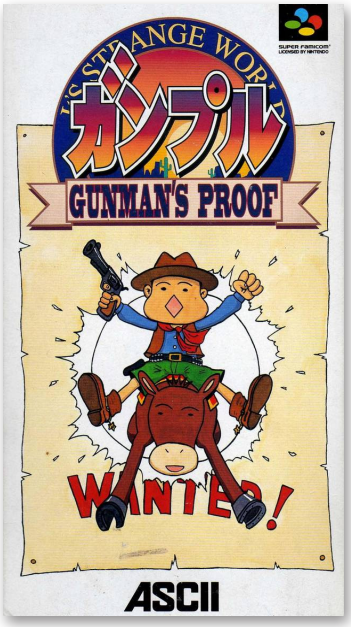
At the request of Impact, Goemon and his friends travel to several planets in order to defeat the evil commander Harakiri Seppukumaru. The game introduced the "Oni Oni Rendezvous" and title themes which would be used in later titles. The anime based on the series also uses some elements from this game.

7.7

## Ganpuru: Gunman's Proof

| | |
|---|---|
| **Developer** | Lenar |
| **Publisher** | ASCII |
| **Release date** | (jp) January 27, 1997 |
| **Genre** | Action-adventure |
| **Mode** | 1 Player |

Zero, a space alien, possesses the player's body; allowing him to do tasks that are only possible as a part of a human being. Buying and upgrading weapons is essential to defeating the monsters once and for all. While featuring traditional dungeon-crawling components and many enemies to dispose of in real-time combat, weapons include pistols, shotgun, machine gun, and even a flamethrower (all with infinite ammo).



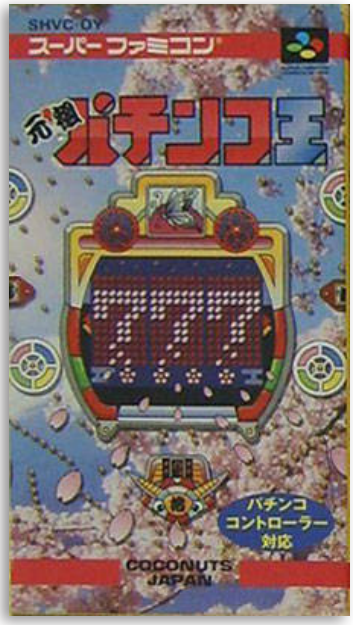

6.4

## Ganso Pachi-Slot Nippon'ichi

| | |
|---|---|
| **Developer** | Coconuts Japan |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Ganso Pachi-Slot Nippon Ichi ("Original Pachi-Slot Japan") is a pachi-slot game for the Super Famicom. It features multiple pachi-slot devices with different themes. The goal is to win big on any of these devices. The game's menu UI is based on "tip magazines" sold in Japan to help gamblers figure out the devices and their potential for payouts.

*"giantbomb.com"*




## Ganso Pachinko Ou

5.8

**Developer** Coconuts Japan
**Publisher** Coconuts Japan
**Release date** (jp) December 22, 1994
**Genre** Gambling
**Mode** 1 Player

Ganso Pachinko Ou features a number of pachinko games for which the player must suss out a winning strategy and score big.

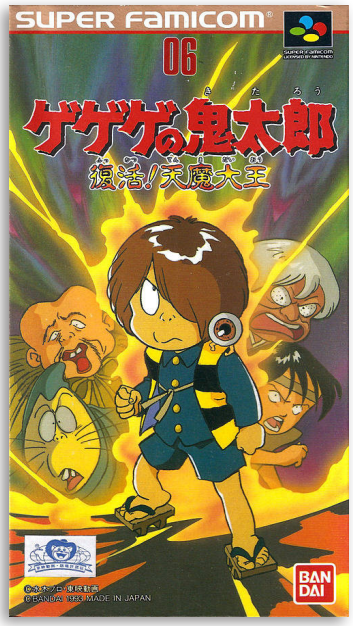
The game is reliant on a special pachinko controller peripheral manufactured by SunSoft that was sold separately. The game will only start when this controller is plugged into the second SFC port.

## GD Leen

7.3

**Developer** Jorudan
**Publisher** SETA Corporation
**Release date** (jp) May 28, 1991
**Genre** Role-playing
**Mode** 1 Player

This is a video game adaptation of Jikō Wakusei Gdleen, a Japanese science fiction light novel series written by Yuto Ramon and illustrated by Hitoshi Yoneda. The game was designed by Yuhei Yamaguchi, while the music was composed by Psychosonic, You Ohyama, and Toshimichi Isoe. It was the first role-playing game for the Super Famicom, released six months after the video game console's launch in Japan.




## Gegege no Kitarou: Fukkatsu! Tenma Daiou

6.3

**Developer** BEC
**Publisher** Bandai
**Release date** (jp) February 5, 1993
**Genre** Action-platformer
**Mode** 1 Player

GeGeGe no Kitarou: Fukkatsu! Tenma Daiou is a side-scrolling action game based on the GeGeGe no Kitarou license. Each stage is set up as a series of boss fights against notable youkai from the franchise. The player must learn their tactics and defeat them while preserving as much of their health as possible, as they will often have to fight several bosses in a row.

7.1

## Gekitotsu Dangan Jidōsha Kessen: Battle Mobile

| | |
|---|---|
| **Developer** | System Sacom |
| **Publisher** | System Sacom |
| **Release date** | (jp) June 25, 1993 |
| **Genre** | Action, Racing |
| **Mode** | 1 Player |

The story concerns a newlywed couple who are accosted by Mad Max-esque highway bandits, leading to the death of the wife. The aggrieved husband spends the following year building a high-tech combat vehicle out of a sports car and is determined to make the bandits pay.

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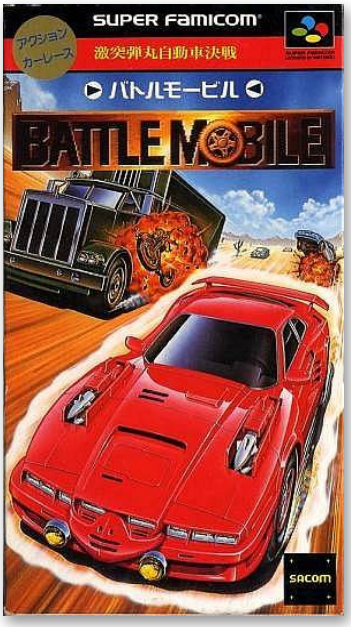


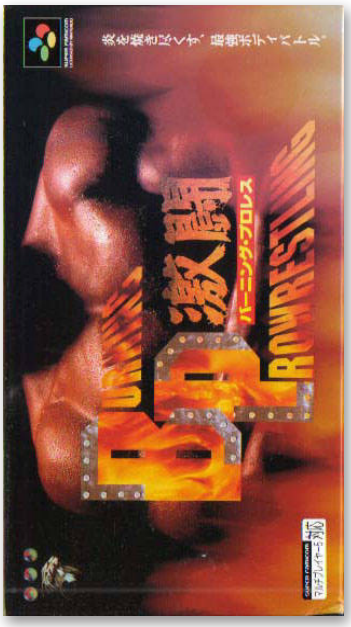

7.3

## Gekitou Burning Pro Wrestling

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) October 6, 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Gekitou Burning Pro Wrestling feature a staggering, encyclopedic 129 Wrestler roster, plenty of modes to choose from and a insanely customizable array of options to set up match types that was unseen in any other Wrestling game at the time.

*"thegamesdb.net"*



7.3

## Genjū Ryodan

| | |
|---|---|
| **Developer** | Crea-Tech |
| **Publisher** | Axela |
| **Release date** | (jp) June 1, 1998 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Genjū Ryodan is a strategy video game developed by Crea-Tech and published by Axela, which was released exclusively in Japan in 1998.

It has some similarities with Tactics Ogre, Front Mission or Populous II: Trials of the Olympian Gods, or any other strategy game with isometric graphics.

## Gegege no Kitarou: Youkai Donjaara

7.6

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) July 19, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Gegege no Kitarou: Youkai Donjaara is a board game for the SNES which required a Sufami Turbo to play the game.

*"giantbomb.com"*

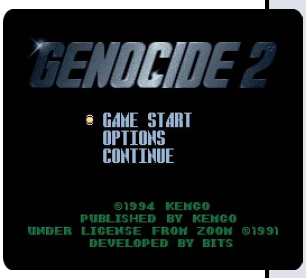
## Gekisou Sentai Carranger: Zenkai! Racer-senshi!

8.0

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Bandai |
| **Release date** | (jp) August 23, 1996 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Gekisō Sentai Carranger: Zenkai! Racer-senshi! is a cartoony action/platformer starring Carranger (Turbo Rangers).

5.3



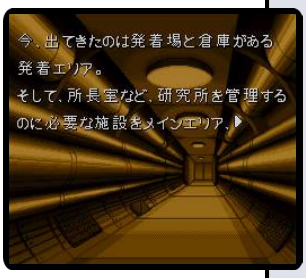
## Genocide 2

**Developer** Bits Studios
**Publisher** Kemco
**Release date** (jp) December 7, 1991
**Genre** Action-platformer
**Mode** 1 Player

The player takes control of the mechanical suit called the Tracer. It attacks almost entirely with its sword, but also has an onboard flying weapon called the Betty. The Betty can fly in multiple directions and block bullets as well.

Most stages in Genocide 2 are linear, but some also require the player to search the area for targets to destroy. At the end of most stages is a boss fight.

3.4




## Getsumen no Anubis

**Developer** Access
**Publisher** Imagineer
**Release date** (jp) December 22, 1995
**Genre** Adventure
**Mode** 1 Player

Getsumen no Anubis is an text-adventure game, developed by Access and published by Imagineer, which was released in Japan in 1995. The game is set on a lunar surface base. As a Japanese astronaut stranded the lunar base, players must survive the story.

7.5

## Ghost Chaser Densei

**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) September 23, 1994
**Genre** Beat ‘em up
**Mode** 1-2 Players

Denjinmakai is a side-scrolling beat ‘em up that was originally released as a coin-operated arcade game. It was later ported to the Super Famicom under the title Ghost Chaser Densei.

The game can be played by up to two players simultaneously. Health gauges are displayed for both player and enemy characters, while energy bars are displayed for special moves.

## Ghost Sweeper Mikami: Joreishi ha Nice Body

7.7

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Banalex |
| **Release date** | (jp) September 23, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

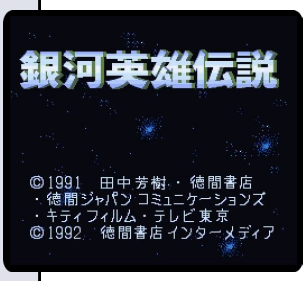
Ghost Sweeper Mikami, based on the comedic horror manga series by Takashi Shiina, is a side-scrolling platformer where the player controls Reiko through multiple stages. Reiko is armed with a magic baton that can be used to perform several types of melee attacks. The baton can be powered up to shoot various types of projectiles, and used as a grappling hook.

## Ginga Eiyuu Densetsu: Senjutsu Simulation

7.5

| | |
|---|---|
| **Developer** | Advance Communication Company |
| **Publisher** | Tokuma Shoten Publishing |
| **Release date** | (jp) September 25, 1992 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Ginga Eiyuu Densetsu is part of a long line of identically titled games based on the anime and manga of the same name, which is usually localized as Legend of the Galactic Heroes. The SNES version is far more like a simulation than most games of this type, with players directing their fleet and combat from a computer console.



## Ginga Sengoku Gunyuuden Rai

7.2

| | |
|---|---|
| **Developer** | Angel |
| **Publisher** | Angel |
| **Release date** | (jp) March 8, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Ginga Sengoku Gunyuuden Rai is a Strategy game, published by Angel, which was released in Japan in 1996. The game feature four characters, who fight for each others share of the planet. Players must defeat or capture the other generals to complete the game. The game is divided into two parts, strategic and tactical.

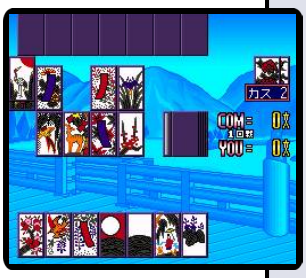
6.8

## Gintama Oyakata no Jissen Pachinko Hisshouhou

**Developer** Sammy Studios
**Publisher** Sammy Studios
**Release date** (jp) February 17, 1995
**Genre** Gambling
**Mode** 1 Player

Gindama Oyakata no Jissen Pachinko Hisshouhou is a pachinko game, published by Sammy Studios, which was released in Japan in 1995.

7.6



## Gionbana

**Developer** Nihon Bussan
**Publisher** Nihon Bussan
**Release date** (jp) December 16, 1994
**Genre** Card game
**Mode** 1 Player

Gion Hana ("Gion Flower", named for the Gion region of Kyoto known for its artists and geisha. The game's also known as Gionbana elsewhere) is a hanafuda game originally released in the Arcade in 1989. In 1994 it was converted to the Super Famicom. Like most hanafuda games, it never saw an English localization.

*"giantbomb.com"*

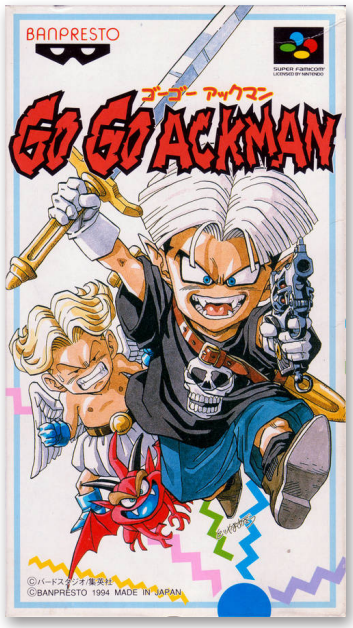
7.1

## Go Go Ackman

**Developer** Aspect
**Publisher** Banpresto
**Release date** (jp) December 23, 1994
**Genre** Platformer
**Mode** 1 Player

Go Go Ackman is a 1994 2D side-scrolling platformer based on the supernatural comedy manga Go! Go! Ackman by Dragon Ball/Dragon Quest artist Akira Toriyama.

Go Go Ackman more closely follows the events of the comic book series and has Ackman move across the world looking for human souls to harvest as his angelic rival Tenshi hires various monsters to stop him.



## Go Go Ackman 2

7.3

| | |
|---|---|
| **Developer** | Aspect |
| **Publisher** | Banpresto |
| **Release date** | (jp) July 21, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The second installment in the Go Go Ackman series, Ackman is now pitted against the Metal Angels, a band of Angels inspired by the voice of God, Metatron.

Ackman is capable of a wide variety of actions, which often vary depending on the weapon being wielded at the time.

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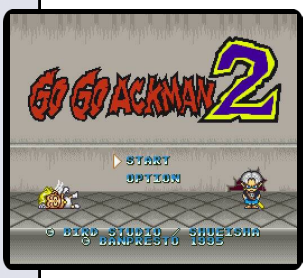


## Go Go Ackman 3

7.4

| | |
|---|---|
| **Developer** | Aspect |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

In this third installment of Go Go Ackman series, Ackman, the 200 year old demon child, faces against a flamboyantly gay pedophile police officer. ʕ·ᴥ·ʔ

*"giantbomb.com"*

## Go! Go! Dodge League

6.5

| | |
|---|---|
| **Developer** | Mebio Software |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) September 24, 1993 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Go! Go! Dodge League is a dodgeball game for the Super Famicom put out by obscure Japanese developer Mebio Software and published by Pack-In-Video. The player can choose between several different teams, all with their own distinctive look, stage and special dodgeball attacks. There are exhibition and tournament modes, including an elimination challenge.

*"giantbomb.com"*

7.1

## Godzilla: Kaijuu Daikessen

**Developer** Alfa System
**Publisher** Toho
**Release date** (jp) December 9, 1994
**Genre** Fighting
**Mode** 1-2 Players

Godzilla Kaiju Daikessen is a 2D fighter for the Super Famicom featuring famous Toho kaiju. While the game was released in Japan only, a US version was in production at one point under the working title Godzilla: Destroy All Monsters. It is the sequel to the 1993 TurboGrafx-CD Godzilla fighter Godzilla: Battle Legends, also developed by Alfa System.

*"giantbomb.com"*

7.6

## Gokinjo Bōkentai

**Developer** ITL
**Publisher** Pioneer LDC
**Release date** (jp) May 24, 1996
**Genre** Role-Playing
**Mode** 1 Player

Gokinjo Boukentai is one of the many Super Famicom RPGs which never made it out of Japan. It was also brought out by an obscure publisher, making it largely unknown in the West. However, it has a small following in its country of origin, thanks to the character designs provided by Masumi Sudou. The game has a present-day setting and is thus often compared to Mother 2 / Earthbound.

*'thegamesdb.net"*

7.6

## Gokujō Parodius! -Kako no Eikō o Motomete-

**Developer** Konami
**Publisher** Konami
**Release date** (jp) November 25, 1994
**Genre** Shooter
**Mode** 1-2 Players

Fantastic Parodius - Pursue the Glory of the Past, known outside of Japan as Fantastic Journey, is the third title in the scrolling shooter series. Overall, the gameplay is identical to that of its predecessor, Parodius! From Myth to Laughter, with several new characters to choose from.

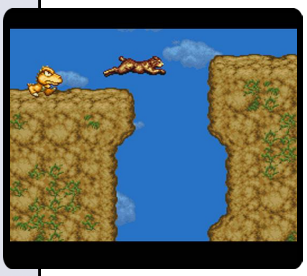
## Gon

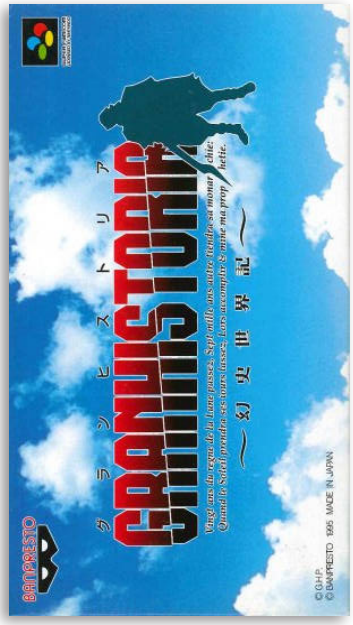
5.6

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) November 11, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Gon is a side scrolling platform game based on the midget t-rex from the Japanese manga series with the same name. Like the manga, the video game features a minimal plot and no dialogue. Gon makes use of his head, teeth and tail to battle the hogs and rhinos that dare come in his way. There is also no life bar, the music just goes wild as Gon gets a massive hissy fit and eventually dies.

*"mobygames.com"*






## Granhistoria: Genshi Sekaiki

7.3

| | |
|---|---|
| **Developer** | J-Force |
| **Publisher** | Banpresto |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is about alternate universes and time travel. Toru is about to marry his lover Lu when he is attacked by thieves and killed. After being transported a few hours before his death and resurrected, he must bring down the thieves and change history. Changing the history of the kingdom is very important and anachronisms like train stations are a part of this strange new universe that the player is cast into.

## The Great Battle Gaiden 2

7.7

| | |
|---|---|
| **Developer** | Banpresto |
| **Publisher** | Banpresto |
| **Release date** | (jp) January 28, 1994 |
| **Genre** | Platformer, Shooter |
| **Mode** | 1 Player |

The Great Battle Gaiden 2: Matsuri da Wasshoi (Matsuri refers to a Japanese festival, at which "wasshoi" is regularly chanted) is an off-beat side story in The Great Battle sub-franchise: the flagship games of the Compati Hero Series. The game is based around an alien invasion during a festival, and the four heroes, Ultraman, Kamen Rider, Knight Gundam and Fighter Roar.

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7.5

## The Great Battle III

| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Banpresto |
| **Release date** | (jp) March 26, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

The third game in the Great Battle sub-franchise of Compati Hero, starring characters from Ultraman, Gundam and Kamen Rider. The heroes find themselves in a medieval fantasy land, and take up arms to fight this world's evil.

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8.1

## The Great Battle IV

| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 17, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

In the fourth The Great Battle game, players can switch their playable character between the three protagonists from the series' respective franchises at any point, and each has their own strengths and weaknesses.

The series received one more Super Famicom sequel in 1995: The Great Battle V. Future games would appear on separate systems.

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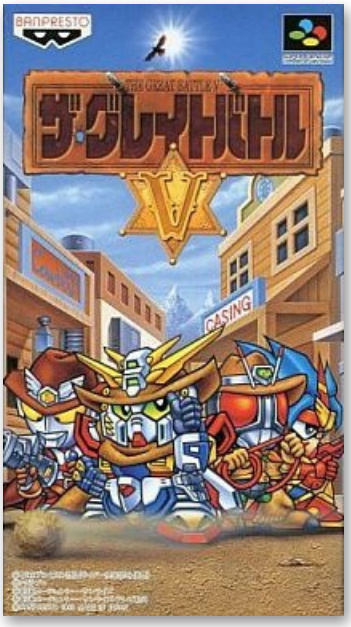
7.8

## The Great Battle V

**Developer** Sun L
**Publisher** Banpresto
**Release date** (jp) December 22, 1995
**Genre** Beat 'em up
**Mode** 1 Player

The Great Battle V is the fifth game in The Great Battle series, and the last game on the Super Famicom. The game was developed by Sun L and published by Banpresto, which was released in Japan in 1995.



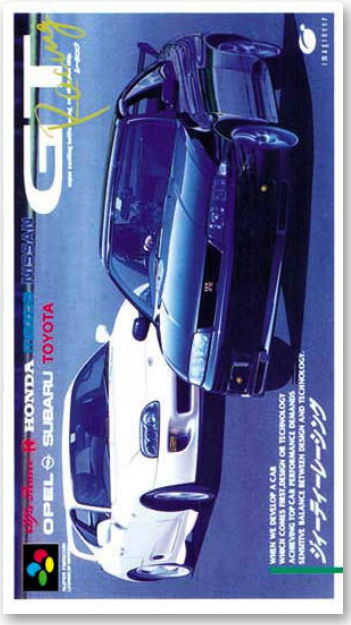

8.0

## GT Racing

**Developer** Imagineer
**Publisher** Imagineer
**Release date** (jp) March 29, 1996
**Genre** Racing
**Mode** 1-2 Players

GT Racing is a racing game where the player gets to drive a Gran Turismo car in either championship or practice mode. The game is based on the 1996 Super GT racing season using the horsepower standards and rules of the era.

The game also feature a Versus mode for two players only, and the record options allows the players to look at his or her previous records.

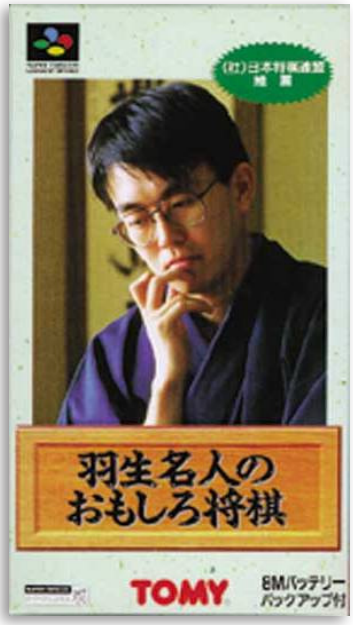



6.6

## Gurume Sentai Barayarō

**Developer** Winds
**Publisher** Virgin Interactive
**Release date** (jp) September 29, 1995
**Genre** Beat 'em up
**Mode** 1 Player

Gurume Sentai Barayarō is a Japan-exclusive surreal side-scrolling beat-'em-up. One of the game's notable features is that a button is used to make the character use various sentai poses when held down and used with the directional pad. While it is not beneficial, this was added to make the character flex his or her muscles for show.




## Habu Meijin no Omoshiro Shougi

7.6

| | |
|---|---|
| **Developer** | Access |
| **Publisher** | Tomy |
| **Release date** | (jp) March 31, 1995 |
| **Genre** | Board game |
| **Mode** | 1-2 Players |

Habu Meijin no Omoshiro Shōgi is a Shogi video game, developed by Access and published by Tomy Corporation, which was released exclusively in Japan in 1995. This game was endorsed/supervised by Yoshiharu Habu.

On release, Famicom Tsūshin scored the game a 25 out of 40.

## Haisei Mahjong Ryouga

9.0

| | |
|---|---|
| **Developer** | ASCII |
| **Publisher** | ASCII |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Haisei Mahjong Ryouga is a mahjong game, published by ASCII Entertainment, which was released in Japan in 1995.

## Hakunetsu Pro Yakyuu '93: Ganba League

7.6

| | |
|---|---|
| **Developer** | Sting Entertainment |
| **Publisher** | Epic, Sony |
| **Release date** | (jp) December 11, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Hakunetsu Pro Yakyuu Ganba League '93 is the sequel to Hakunetsu Pro Yakyuu Ganba League, otherwise known as Extra Innings. As with the original, Ganba League '93 has a cartoony presentation and emphasizes arcade-style fast gameplay over more serious sim elements. All the included teams are fictional and the player can even edit their own teams.

7.3

## Hakunetsu Pro Yakyuu '94: Ganba League 3

| | |
|---|---|
| **Developer** | Sting Entertainment |
| **Publisher** | Epic, Sony |
| **Release date** | (jp) December 10, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Hakunetsu Pro Yakyuu '94 Ganba League 3 is the third and final Super Famicom baseball game from Sting Entertainment and Epic/Sony Records. Like its two predecessors, the game adopts a super-deformed cartoon style.

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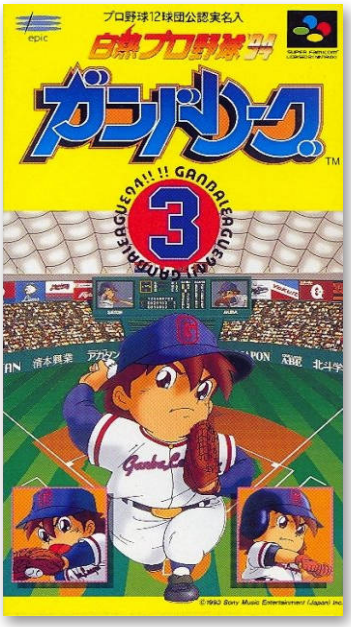
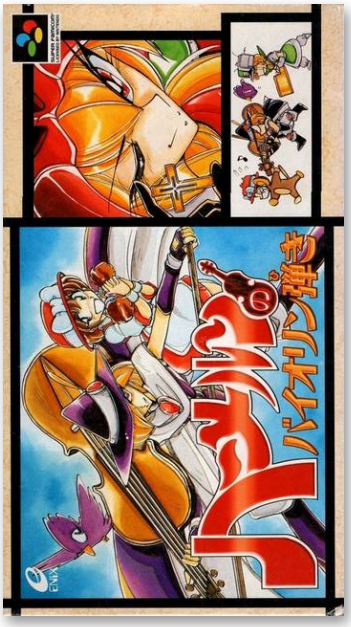


7.8

## Hamelin no Violin Tamaki

| | |
|---|---|
| **Developer** | Daft |
| **Publisher** | Enix |
| **Release date** | (jp) September 28, 1995 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Hamelin no Violin Tamaki, based on the fantasy adventure manga by Michiaki Watanabe, is a side-scrolling platformer. It follows the manga reasonably well but changes are made so Flute is met at the beginning of the story but as the game progresses huge jumps are made in the story. The game requires the player to throw Flute and put her in various costumes in order to reach the end of the level.



7.8

## Hana no Keiji: Kumo no Kanata ni

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Yojigen |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Adventure, Fighting |
| **Mode** | 1 Player |

Hana no Keiji is an adventure-fighting game based on the manga of the same name. The protagonist Keiji Maeda wanders around the countryside of Edo period Japan and gets into fights with various villains and other warriors. The player controls Keiji's actions by selecting decisions off a menu similar to adventure games of the era.

## Hanafuda

9.0

| | |
|---|---|
| **Developer** | Aisystem Tokyo |
| **Publisher** | Imagineer |
| **Release date** | (jp) September 22, 1994 |
| **Genre** | Card game |
| **Mode** | 1 Player |

Honke Hanafuda, or simply Hanafuda, is a virtual hanafuda card game simulator for the Super Famicom. It features multiple different modes and AI opponents, and an assortment of photographic backgrounds.

Hanafuda sits between Super Hanafuda and Hanafuda Ou in a series of hanafuda simulators released for the Super Famicom in the latter half of 1994.

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## Hanafuda Ou

9.0

| | |
|---|---|
| **Developer** | Eleca |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Card game |
| **Mode** | 1 Player |

Hanafuda Ou is a hanafuda game for the Super Famicom. It follows Super Hanafuda, Honke Hanafuda and was released concurrently with Gion Hana: a series of games from various developers and publishers that built on Nintendo's well-known background as a hanafuda card producer.

The game distinguishes itself from the others with its animated player avatars.

## Hanjuku Hīrō: Ah, Sekai yo Hanjuku Nare

7.1

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) December 19, 1992 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Hanjuku Hero: Aa, Sekaiyo Hanjukunare...! is the second game in the series. The Egg Monsters featured in the game are parodies of Final Fantasy IV characters.

The game was re-released on the WonderSwan Color in 2002. This version features a graphical overhaul and twelve new summons.

7.2

## Haou Taikei: Ryu Knight

**Developer** Japan Art Media
**Publisher** Bandai
**Release date** (jp) December 22, 1994
**Genre** Action role-playing
**Mode** 1 Player

Ryu Knight is based on an anime series of the same name. The game is an action RPG, somewhat similar to the Ys series. Adyu wanders through the world and fights enemies in real-time combat, using melee weapons. He can also jump to avoid enemy attacks. Players gain experience after defeating monsters and advance in levels. They can summon the armor Ryu at any time, which makes them much stronger.

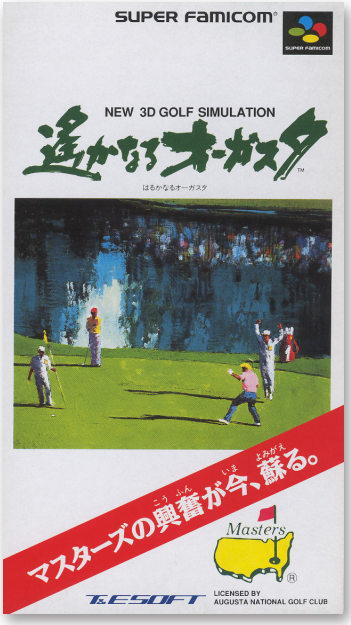
*"mobygames.com"*

7.5

## Harukanaru Augusta

**Developer** T&E Soft
**Publisher** T&E Soft
**Release date** (jp) April 05, 1991
**Genre** Sports
**Mode** 1 Player

Harukanaru Augusta is a golf game which allows the player to participate in a tournament on the Augusta National course. The interface consists of three windows: the 3D window where the golfer and the ball movement is shown, an overhead map of the hole and a status window which shows where the ball is (e.g. on the green) and the wind direction. The controls follow the usual formula: first the player sets the used club,

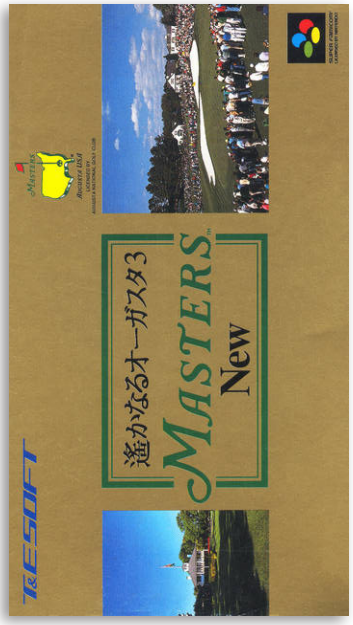



8.5

## Harukanaru Augusta 2: Masters

**Developer** T&E Soft
**Publisher** T&E Soft, NEC Home Electronics
**Release date** (jp) September 22, 1993
**Genre** Sports
**Mode** 1 Player

Masters: Harukanaru Augusta 2 is a golf game from T&E Soft and the sequel to their 1991 game Harukanaru Augusta. The Augusta of the title refers to the famous Augusta National Golf Club in Augusta, Georgia, which is the setting for The Masters tournament each year. For this game, the player is a participant in the 1993 Masters competition.



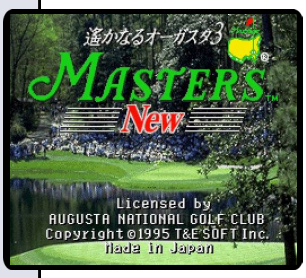

## Harukanaru Augusta 3: Masters New

7.6

| | |
|---|---|
| **Developer** | T&E Soft |
| **Publisher** | T&E Soft |
| **Release date** | (jp) December 8, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Masters New: Harukanaru Augusta 3 is the third golf game in the series for the Super Famicom. The game was released in 1995 as a sequel to "Masters: Harukanaru Augusta 2".

The game was also released in 1994 for the 3DO.



## Hashire Hebereke

7.1

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Hashire Hebereke is an isometric racing game from SunSoft that features Hebereke, Sukezaemon, O-Chan and the rest of Hebereke's friends. The player must race across a course hitting three checkpoints before returning to the starting line to move onto the next lap. The courses all have different layouts and the player must use the D-pad to turn their character mid-sprint.

*"giantbomb.com"*

## Hashiriya Tamashii: Rider's Spirits

7.3

| | |
|---|---|
| **Developer** | Genki |
| **Publisher** | Masaya |
| **Release date** | (jp) September 30, 1994 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Bike Daisuki! Hashiriya Kon: Rider's Spirits ("I Love Bikes! Race Ya Soul: Rider's Spirits") is a 1994 motorbike racing game for the Super Famicom. The game takes many cues from Super Mario Kart, including the overall look of the game, its use of Mode 7 tracks and the way it starts each race with a panning camera shot.

*"giantbomb.com"*

7.2

## Hat Trick Hero 2

| | |
|---|---|
| **Developer** | Neverland |
| **Publisher** | Taito |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game permits players to play soccer on an international level with all the national teams that took part in the 1994 FIFA World Cup, except the inclusion of Japan instead of South Korea.

The game is the sequel to Football Champ, and is loosely based on the coin-operated video game Hat Trick Hero '93.

8.6

## Hatayama Hatch no Pro Yakyuu News! Jitsumei Han

| | |
|---|---|
| **Developer** | Agenda |
| **Publisher** | Epoch |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game is a cartoon-like video game based on Japanese baseball. All of the professional Japanese baseball teams from the Central League and the Pacific League are included. It is possible to play an exhibition mode in addition to a pennant race mode; the game also allows players to use special Barcode Battler cards that were only available in Japan.

5.0

## Hayashi Kaihou Kudan no Igo Oodou

| | |
|---|---|
| **Developer** | ASK |
| **Publisher** | ASK |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Hayashi Kaihou Kudan no Igo Oodou, also known as Rin Kaihou Kudan no Igo Daidou, is a igo board game, published by ASK, which was released in Japan in 1996.

## Hayazashi Nidan Morita Shogi

7.0

| | |
|---|---|
| **Developer** | Random House |
| **Publisher** | Seta |
| **Release date** | (jp) June 18, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

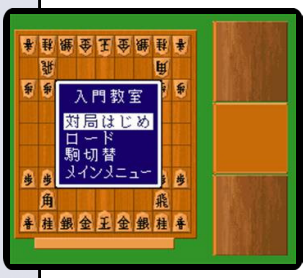
Hayazashi Nidan Morita Shogi is a shogi game from Random House and Seta Corporation, and the third shogi-focused game to be released on the Super Famicom. The player can play many variants of shogi against a CPU opponent with various customization options, including the CPU difficulty and the appearance of the kanji characters on the shogi tiles.

## Hayazashi Nidan Morita Shogi 2

8.5

| | |
|---|---|
| **Developer** | Random House |
| **Publisher** | Seta |
| **Release date** | (jp) May 26, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Hayazashi Nidan Morita Shogi 2 is another shogi game, developed by Random House and published by Seta Corporation, which was released in Japan in 1995.



## Hebereke no Oishii Puzzle: ha Irimasen ka

7.6

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (jp) August 31, 1994 |
| **Genre** | Board game, Minigame |
| **Mode** | 1-5 Players |

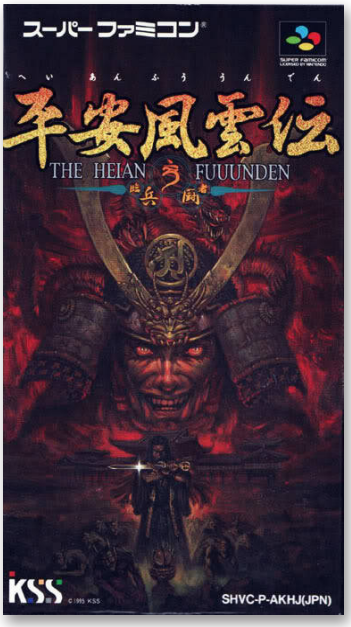
Hebereke no Oishii Puzzle is a multiplayer party game in which players have to make it to the end of the board completing mini-games as they go. These mini-games include: completing crosswords; identifying a specific variation of a character within a sea of clones; identifying differences between two similar pictures; completing jigsaw puzzles; and others.

5.0

## Heian Fuuunden

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | KSS |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The Heian Fuuunden is a Strategy game, developed by Natsume and published by KSS, which was released in Japan in 1995.




7.5

## Heisei Gunjin Shougi

| | |
|---|---|
| **Developer** | Carrozzeria |
| **Publisher** | Carrozzeria |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Board game |
| **Mode** | 1-2 Players |

One can consider this game a buisness-like edition of Shougi... where players have to make money to get more pieces.

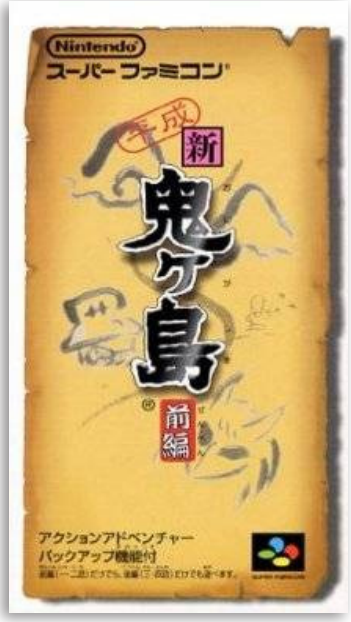
*"KungFuFurby@youtube.com"*

7.4

## Heisei Inu Monogatari Bow: Pop'n Smash!!

| | |
|---|---|
| **Developer** | Takara |
| **Publisher** | Takara |
| **Release date** | (jp) April 28, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Heisei Inu Monogatari Bow: Pop'n Smash!! is a video game adaptation of a 1993 comedic anime series (which in turn is based on a manga) about a bull terrier, Bow Wow, who is adopted into a Yakuza family. The game is a competitive two-player action sports game that plays similarly to a vertically-oriented version of Pong.




## Heisei Shin Oni Ga Shima (Part 1)

9.7

| | |
|---|---|
| **Developer** | Pax Softonica |
| **Publisher** | Nintendo |
| **Release date** | (jp) May 23, 1998 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Heisei Shin Onigashima: Zenpen is an adventure game based on the old Japanese fairy tale about Momotaro, a boy who was found by an old couple inside of a huge peach. Momotaro grows up and embarks on a journey to rid the land of the vicious tribe of ogres, and to take their treasures.

*"mobygames.com"*

## Heisei Shin Oni Ga Shima (Part 2)

6.0

| | |
|---|---|
| **Developer** | Pax Softonica |
| **Publisher** | Nintendo |
| **Release date** | (jp) May 23, 1998 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

The immediate sequel to Heisei Shin OniOni Shima: Zenpen, released simultaneously with the first part. The second game is split into two parts: the first tells the story of the pheasant Ohana and the princess Oto-hime, while the second tells about the ultimate battle of the heroes against the evil.

*"mobygames.com"*

## Heiwa Pachinko World

7.6

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Shouei |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Heiwa Pachinko World is a pachinko game, developed by Office Koukan and published by Shouei, which was released in Japan in 1995.

7.8

## Heiwa Pachinko World 2

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Shouei |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Heiwa Pachinko World 2 is another pachinko game, published by Shouei, which was released in Japan in 1995.

6.6

## Heiwa Pachinko World 3

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Shouei |
| **Release date** | (jp) April 26, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

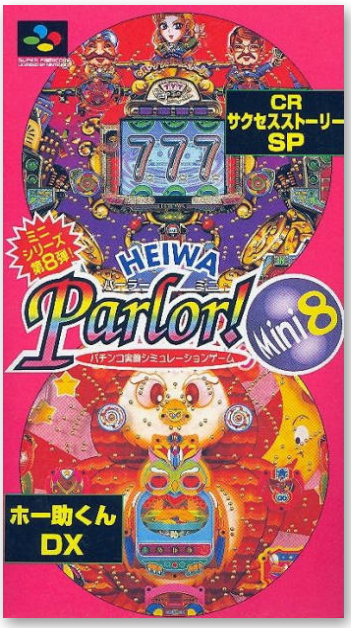
Heiwa Pachinko World 3 is yet another pachinko game, published by Shouei, which was released in Japan in 1996.

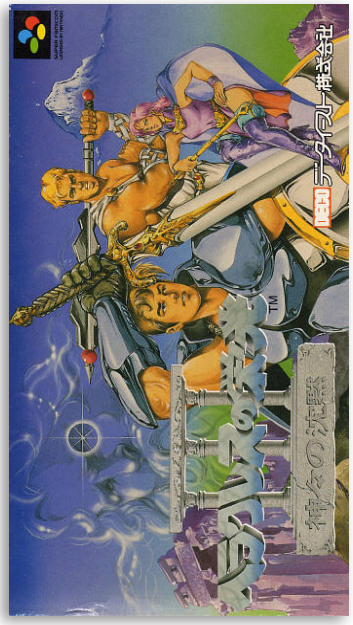
9.2

## Heiwa Parlor! Mini 8: Pachinko Jikki Simulation Game

| | |
|---|---|
| **Developer** | Telenet Japan |
| **Publisher** | Telenet Japan |
| **Release date** | (jp) January 30, 1998 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Heiwa Parlor! Mini 8 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1998. Featuring the usual pachinko gameplay.





## Hercules no Eikō III

7.2

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) April 24, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

In this third installment of The Glory of Hercules series, players once again visit the world of ancient Greek mythology. Like the previous games of the series, this is a standard Japanese-style RPG with turn-based combat viewed from first-person perspective. There is a day/night cycle, which influences not only the appearance of the world map and the towns, but also the schedules of the world's inhabitants.

*"mobygames.com"*

## Hercules no Eikō IV

7.2

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) October 21, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

In this installment of the Glory of Hercules RPG series, the player are a young man who lives in Atlantis, an ancient land with advanced civilization, which is surrounded by a huge wall. One day, he and his friend Platon visit Epipha on the wall tower, but at this moment barbarian soldiers attack Atlantis. The young heroes have to flee and to find a way to protect their land from the invasion.

## Hero Senki: Project Olympus

7.8

| | |
|---|---|
| **Developer** | Winkysoft |
| **Publisher** | Banpresto |
| **Release date** | (jp) November 20, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Hero Senki: Project Olympus is the first RPG entry for the Compati Hero Series and the most notable one, being referenced in various Super Robot Wars games.

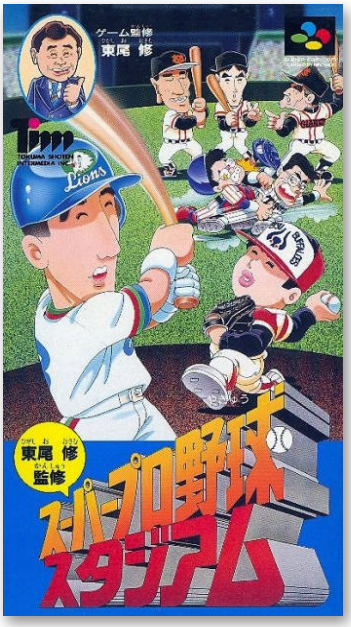
The setting is a world named Elpis, where cyborgs, Mobile Suits, and Ultra-people live together in peace. The player takes the role of the special force team called ZEUS. When the time comes to fight evil, the characters transform into their SD hero forms.

7.1

## Higashio Osamu Kanshuu Super Pro Yakyuu Stadium

**Developer** C-Lab
**Publisher** Tokuma Shoten Intermedia
**Release date** (jp) September 30, 1993
**Genre** Sports
**Mode** 1-2 Players

Higashio Osamu Kanshuu Super Pro Yakyuu Stadium is a 1993 Japan-exclusive baseball game for the Super Famicom, which was endorsed by Osamu Higashio, a member of the Japanese Baseball Hall of Fame. There are 12 Nippon Professional Baseball teams to choose from.



7.8

## Hiōden: Mamono-tachi tono Chikai

**Developer** Wolf Team
**Publisher** Wolf Team
**Release date** (jp) February 11, 1994
**Genre** Strategy, Role-Playing
**Mode** 1 Player

Hiouden: Mamonotachi to no Chikai is a real-time strategy RPG from Wolf Team (the eventual developers of the Tales RPG franchises) that is depicted from an isometric perspective.

The game is one of a handful to use the SNES Mouse peripheral as many of its mechanics depend on mouse control.

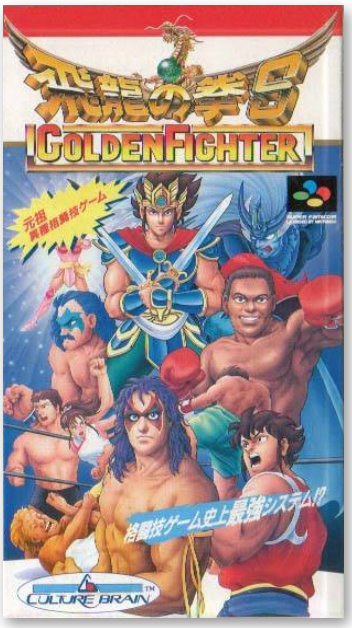
7.6

## Hiryuu no Ken S: Golden Fighter

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) July 31, 1992
**Genre** Fighting, Beat em` up
**Mode** 1-2 Players

A brawler and fighting game and the first Super Famicom game of the Hiryu no Ken (Flying Dragon) series from Culture Brain. It was followed by an updated version which would later be released in the US as Ultimate Fighter.

*"giantbomb.com"*



## Hissatsu Pachinko Collection

2.8

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (jp) October 21, 1994
**Genre** Gambling
**Mode** 1 Player

Hissatsu Pachinko Collection (translates as "Certain Death Pachinko Collection"; however, Hissatsu is most commonly seen in the idiom "Ikken Hissatsu", or "one-shot, one-kill", meaning "take the opportunity when it presents itself") is the first of four Super Famicom games based on playing virtual recreations of real-life pachinko games in various parlors.

*"giantbomb.com"*

## Hissatsu Pachinko Collection 2

1.0

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (jp) March 24, 1995
**Genre** Gambling
**Mode** 1 Player

Hissatsu Pachinko Collection 2 is a pachinko game, published by SunSoft, which was released in Japan in 1995.

## Hissatsu Pachinko Collection 3

6.0

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (jp) November 2, 1995
**Genre** Gambling
**Mode** 1 Player

Hissatsu Pachinko Collection 3 is a pachinko game, published by SunSoft, which was released in Japan in 1995.

7.0

## Hissatsu Pachinko Collection 4

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (jp) August 30, 1996
**Genre** Gambling
**Mode** 1 Player

Hissatsu Pachinko Collection 4 is the fourth pachinko game in the series, published by SunSoft, which was released in Japan in 1996.

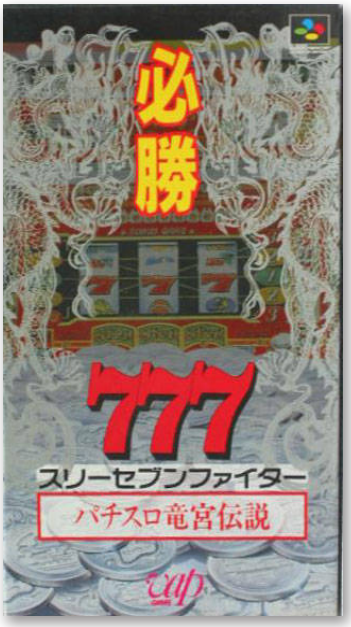
3.5

## Hisshou 777 Fighter: Pachi-Slot Ryuuguu Densetsu

**Developer** Jorudan
**Publisher** Vap
**Release date** (jp) January 14, 1994
**Genre** Gambling
**Mode** 1 Player

Hisshou 777 Fighter is a series of pachi-slots games for the Super Famicom. It involves playing a lot of pachi-slots across many machines, earning as much as possible.

Hisshou 777 Fighter: Pachi Slot Eiyu Densetsu is the first game in the series.




2.6

## Hisshou 777 Fighter II: Pachi-Slot Maruhi Jouhou

**Developer** Jorudan
**Publisher** Vap
**Release date** (jp) August 19, 1994
**Genre** Gambling
**Mode** 1 Player

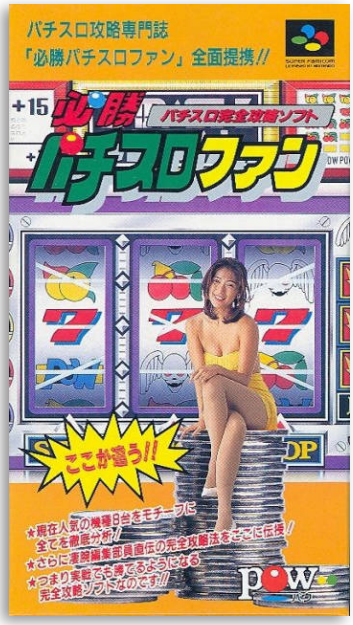
Hisshou 777 Fighter 2: Pachi Slot Hi Jouhou is the second pachin-slot game in the series, developed by Jorudan and published by Vap, which was released in Japan in 1994.

## Hisshou 777 Fighter III: Kokuryuu Ou no Fukkatsu

3.0

**Developer** Jorudan
**Publisher** Vap
**Release date** (jp) September 15, 1995
**Genre** Gambling
**Mode** 1 Player

Hisshou 777 Fighter III is the third pachi-slot game, developed by Jorudan and published by Vap, which was released in Japan in 1995.




## Hisshou Pachi-Slot Fun

7.0

**Developer** Pow
**Publisher** Pow
**Release date** (jp) December 16, 1994
**Genre** Gambling
**Mode** 1 Player

Hisshou! Pachi-Slot Fan ("Victory! Pachi-Slot Fan") is a pachi-slot simulator. It was published on the Super Famicom in 1994 by Planning Office Wada (POW). Despite using Hisshou in its title, it is not associated with the more famous Hisshou 777 Fighter or Jissen Pachi-Slot Hisshouhou franchises.

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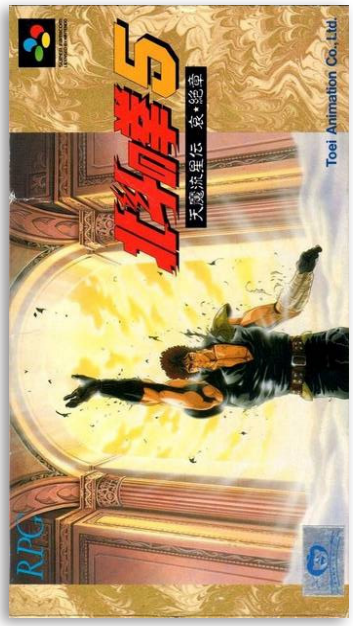


## Hokuto no Ken 5

5.0

**Developer** Shouei
**Publisher** Toei Animation
**Release date** (jp) July 10, 1992
**Genre** Role-playing
**Mode** 1 Player

The RPG is based on the Japanese animé series Hokuto no Ken, also known as Fist of the North Star. It is set in a post-apocalyptic universe, where the humans are trying to rebuild their world after a terrible demonic assault.

In the game, the player visit towns, wander around the world map, descend into dungeons, and fight enemies in a standard turn-based style.

4.8

## Hokuto no Ken 6

**Developer** Shouei
**Publisher** Toei Animation
**Release date** (jp) November 20, 1992
**Genre** Fighting
**Mode** 1-2 Players

The three RPGs (Hokuto no Ken 3-5) seemed to symbolize a genre change after the first two platformers, but the series changes the genre once again in the sixth installment, which is a fighting game similar to Street Fighter II or Mortal Kombat.

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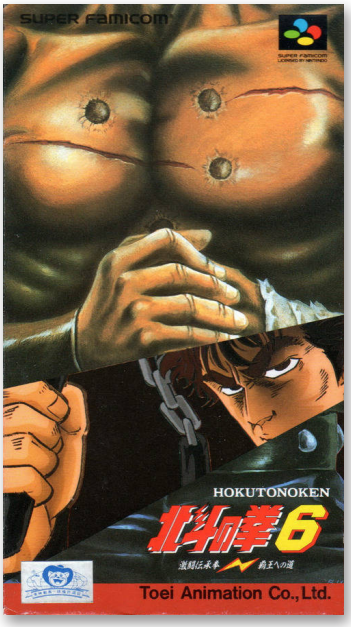


3.7

## Hokuto no Ken 7

**Developer** Shouei
**Publisher** Toei Animation
**Release date** (jp) December 24, 1993
**Genre** Fighting
**Mode** 1-2 Players

Hokuto no Ken 7: Seiken Retsuden: Denshousha e no Michi is the second fighting game featuring characters from the Hokuto no Ken anime/manga franchise. With the exception of a few character switches and updates, the game is similar to its predecessor Hokuto no Ken 6. Hokuto no Ken 7 is not only the last Fist of the North Star game for the Super Famicom, but the last in Toei's numbered series.

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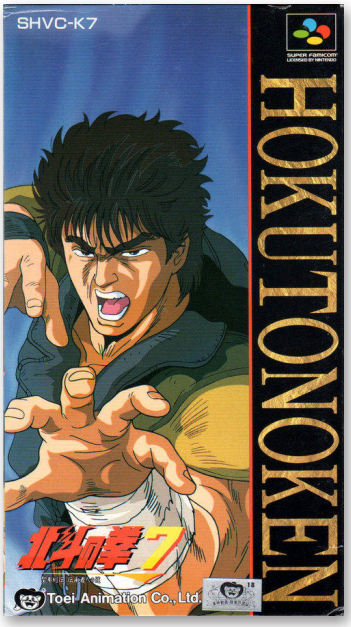



7.7

## Holy Umbrella: Dondera no Mubo

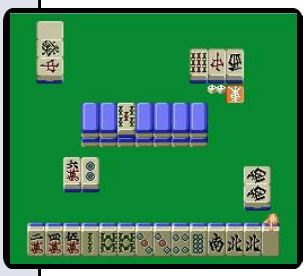
**Developer** Earthly Soft
**Publisher** Naxat Soft
**Release date** (jp) September 25, 1995
**Genre** Action role-playing
**Mode** 1 Player

Holy Umbrella: Dondera no Mubo!! is a game that combines the elements of platform games with console role-playing games.

While monsters are fought using a side-scrolling action game component, exploring the overworld and the towns are done through an overhead view.

## Honkaku Mahjong: Tetsuman

7.5



| | |
|---|---|
| **Developer** | Syscom Entertainment |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) September 24, 1993 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Honkaku Mahjong: Tetsuman ("Real Mahjong: All-Night Mahjong") is a mahjong game for the Super Famicom that allowed for up to four competitors at once, a format that was still relatively rare due to the increased amount of AI calculations. The game features a story mode and many different characters, with distinctive anime avatars.

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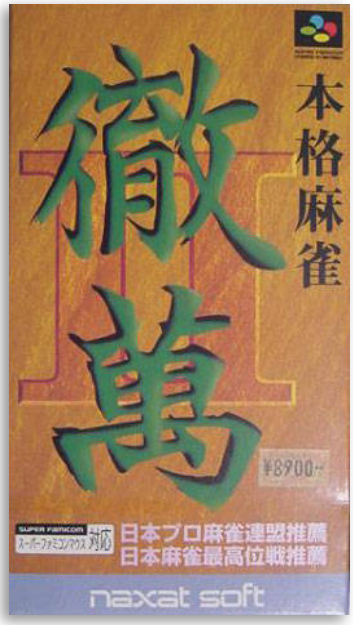


## Honkaku Mahjong: Tetsuman 2

9.0

| | |
|---|---|
| **Developer** | Khaos |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) October 21, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Honkaku Mahjong: Tetsuman II ("Real Mahjong: All-Nigh Mahjong II") iterates with a few minor improvements on the previous game, Honkaku Mahjong: Tetsuman, which was released a year prior. It also once again features cartoon portraits for the player's opponents, which will change their expression depending on how well they are doing.

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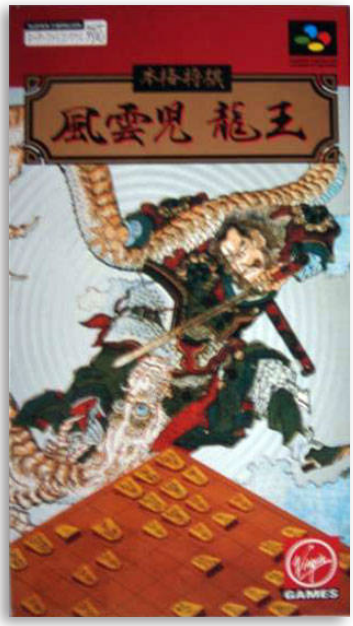
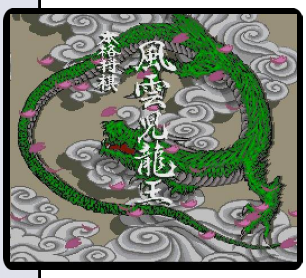
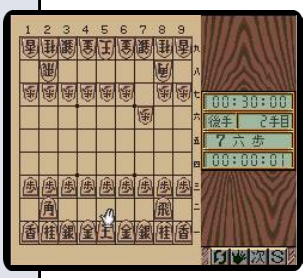



## Honkaku Shougi: Fuuunji Ryuuou

7.5



| | |
|---|---|
| **Developer** | Aisystem Tokyo |
| **Publisher** | Virgin Interactive |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

The game is a shogi game for the Super Famicom. It would be one of two Virgin Interactive games released on the 22th of December in 1994 exclusively in Japan, the first being Battle Jockey.

The player can select exhibition and tournament matches against opponents in increasingly difficult games of shogi.

8.6

## Honkakuha Igo: Gosei

**Developer** Aisystem Tokyo
**Publisher** Taito
**Release date** (jp) October 28, 1994
**Genre** Board game
**Mode** 1-2 Players

Honkakuha Igo: Gosei ("Real Go: Gosei", where Gosei is the name of a national Go competition in Japan, and also the title conferred to its winner) is a Go game for the Super Famicom developed by Aisystem Tokyo and published by Taito. As the name suggests, the AI in this game is competition level and is designed to improve the game of advanced players. There is also an option to play against a second human being.

3.6

## Honke Sankyo Fever: Jikkyou Simulation

**Developer** Vistec
**Publisher** Den'Z
**Release date** (jp) June 10, 1995
**Genre** Gambling
**Mode** 1 Player

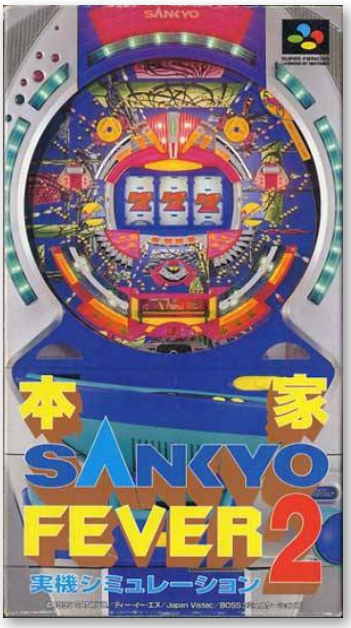
Honke Sankyo Fever Jikki Simulation is a pachinko game, developed by Vistec and published by Den'Z, which was released in Japan in 1995.

2.6

## Honke Sankyo Fever: Jikkyou Simulation 2

**Developer** Vistec
**Publisher** Boss Communications
**Release date** (jp) December 15, 1995
**Genre** Gambling
**Mode** 1 Player

Honke Sankyo Fever Jikki Simulation 2 is the second game in the pachinko series, developed by Vistec and published by Boss Communications, which was released in Japan in 1995.



## Honke Sankyo Fever: Jikkyou Simulation 3

3.2

| | |
|---|---|
| **Developer** | Vistec |
| **Publisher** | Boss Communications |
| **Release date** | (jp) August 30, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Honke Sankyo Fever Jikki Simulation 3 is part of the Sankyo Fever franchise. The game was the last title of the Honke Sankyo Fever Jikki Simulation series of games.

## Honoo no Doukyuuji: Dodge Danpei

7.8

| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (jp) July 31, 1992 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Honoo no Doukyuuji is a dodgeball game that is based on a manga about a highschool dodgeball team. The game plays similarly to other "action" dodgeball games such as Technos' Super Dodgeball, though the game presents various modes based on story beats. For instance, the game starts with a one-on-one duel in which each combatant has five hits before they're out.

## Horai Gakuen no Bouken!

7.7

| | |
|---|---|
| **Developer** | Dynamite |
| **Publisher** | J-Wing |
| **Release date** | (jp) April 19, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Hourai Gakuen no Bouken! (Adventures of Hourai High) is a comedy themed Super Famicom RPG that was based off a play-by-mail pen and paper RPG. The title was developed by Dynamite and published by J-Wing exclusively in Japan on April, 19, 1996.

Aeon Genesis released an English translation patch for Hourai Gakuen no Bouken on April 19, 2011.

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8.6

## Houkago in Beppin Jogakuin

| | |
|---|---|
| **Developer** | Access |
| **Publisher** | Imagineer |
| **Release date** | (jp) February 3, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

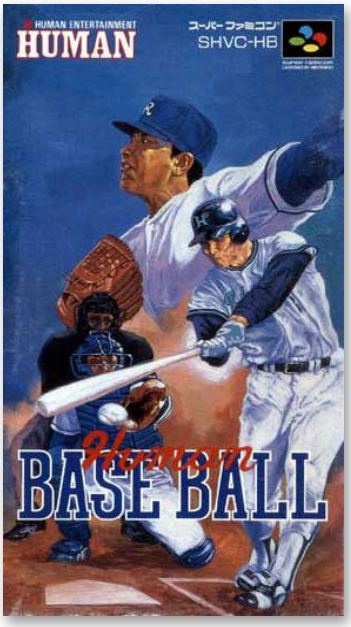
Houkago in Beppin Jogakuin is a Strategy game, developed by Access and published by Imagineer, which was released in Japan in 1995.

8.5

## Human Baseball

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) August 6, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game features 3D computer graphics and players complete with baseball statistics. Each player has his surname written in the game in Japanese. Each team logo is based on the Nippon Professional Baseball league; which is the premier baseball organization in Japan. Like in all Japanese baseball games, it uses the strike-ball-out counter (SBO) as opposed to the ball-strike-out counter (BSO).



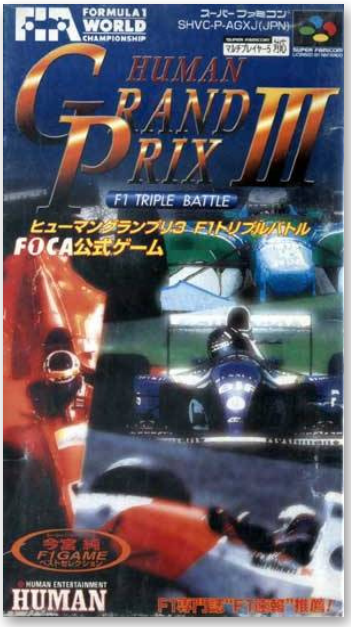

7.0

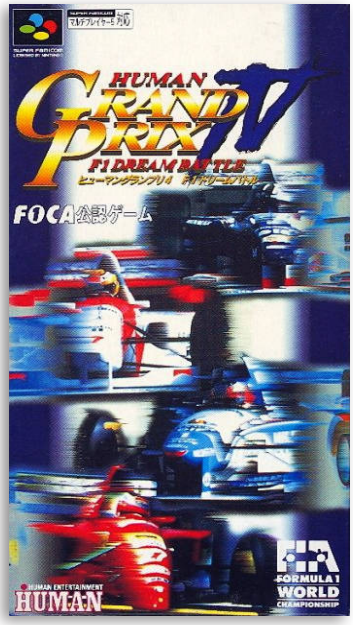
## Human Grand Prix III: F1 Triple Battle

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) September 30, 1994 |
| **Genre** | Racing |
| **Mode** | 1-3 Players |

The object is to win all the major international races on the Formula One circuit. The game can be played by either one, two or even three players (Battle Mode-only) simultaneously.

Even though the game was only released in Japan, all in-game texts are in English.






## Human Grand Prix IV: F1 Dream Battle

7.0

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Human Grand Prix IV: F1 Dream Battle is a Formula One racing game for the Super Famicom. Up to four players can play and it has two different types of regular season modes in addition to battle and time trial modes.

Even though the game was only released in Japan, all in-game texts are in English.

## Hyper Iria

7.4

| | |
|---|---|
| **Developer** | Crowd, Zeiram Project |
| **Publisher** | Banpresto |
| **Release date** | (jp) October 13, 1995 |
| **Genre** | Run and gun |
| **Mode** | 1 Player |

Hyper Iria is an action game based on the cyberpunk anime OVA Iria: Zeiram the Animation. The player gets to control the female mercenary named Iria. Within the game, the object is to disable the security system with her gun, her fists, or her kicks. Secondary weapons include flying bombs and grenades.

Literacy in Japanese is required to fully understand the game.

7.2

## Idea no Hi

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Shouei System |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Idea no Hi ("Day of the Idea") is a surreal turn-based JRPG. The manga artist Koji Aihara penned the story and worked on the character design. The protagonist is a player-named boy who escapes from a laboratory after awakening to his psychokinetic powers. His quest takes him across a dystopian world, picking up allies along the way.

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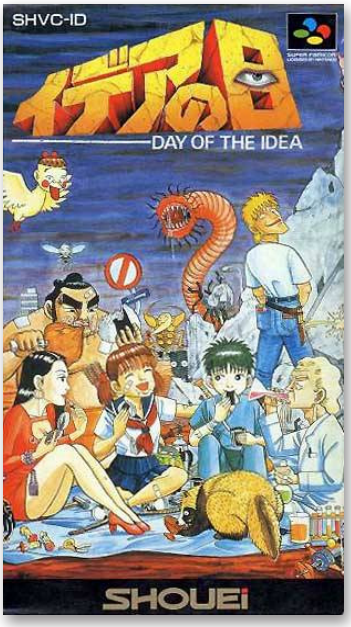
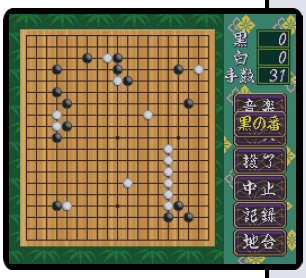



8.6



## Igo Club

| | |
|---|---|
| **Developer** | Hect |
| **Publisher** | Hect |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Igo Club is a go board game, published by Hect, which was released in Japan in 1996.

The Go board game originated in ancient China more than 2,500 years ago. It was considered one of the four essential arts of a cultured Chinese scholar in antiquity. The earliest written reference to the game is generally recognized as the historical annal Zuo Zhuan (c. 4th century BC).

7.6

## Ihatovo Monogatari

| | |
|---|---|
| **Developer** | Hect |
| **Publisher** | Hect |
| **Release date** | (jp) March 5, 1993 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

The story depicts the action as taking place in the utopian world of Ihatovo. Inspired by the stories of Kenji Miyazawa, the story covers nine chapters and surreal environments. The ending involves speaking to Mr. Miyazawa himself and returning to the real world via the Galaxy Express train.

The game focuses on collecting information and items instead of fighting monsters.

## Illvanian no Shiro

7.2

| | |
|---|---|
| **Developer** | Thinking Rabbit |
| **Publisher** | Nippon Clary Business |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

Illvanian no Shiro: Ruins of Illvanian is a strategy RPG published by Nippon Clary Business. The player guides units around the map in turns, taking over territory and fighting enemy units in cutaway scenes. The hero can summon various creatures to help him out, many of which can evolve to stronger versions with enough battle experience (similar to Ogre Battle or Fire Emblem).

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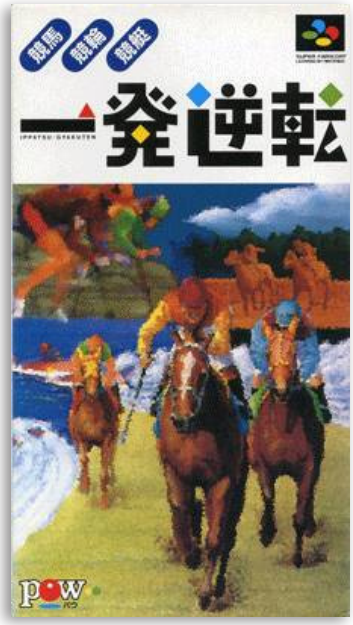
## Inazuma Serve da!! Super Beach Volley

5.5

| | |
|---|---|
| **Developer** | Virgin Interactive |
| **Publisher** | Virgin Interactive |
| **Release date** | (jp) August 4, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Beach Volley, also known as Inazuma Serve Da! Super Beach Volley, is a Sports game, published by Virgin Interactive, which was released in Japan in 1995.




## Ippatsu Gyakuten: Keiba Keirin Kyōtei

8.5

| | |
|---|---|
| **Developer** | Eleca |
| **Publisher** | Pow |
| **Release date** | (jp) April 26, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Ippatsu Gyakuten: Keiba Keirin Kyōtei ("From a Reversal! ! Horse Racing Bicycle Racing") is a gambling game for the Super Famicom in which the player can bet on horse racing, keirin cycle racing, and kyōtei boat racing. It was developed by Eleca and published by Pow (Planning Office Wada), and was released exclusively in Japan in 1996.

7.4

## Iron Commando: Koutetsu no Senshi

| | |
|---|---|
| **Developer** | Arcade Zone |
| **Publisher** | Poppo |
| **Release date** | (jp) February 10, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Iron Commando: Koutetsu no Senshi is a beat 'em up developed by Arcade Zone. A soldier named Jack and a kung-fu master named Chang Li are the Iron Commando field team. They must cross ten different environments to save the world, fighting against punks, gunfighters, knights and any kind of strange creatures.

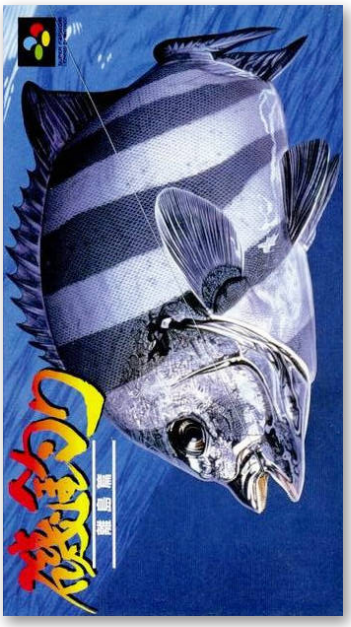
7.6

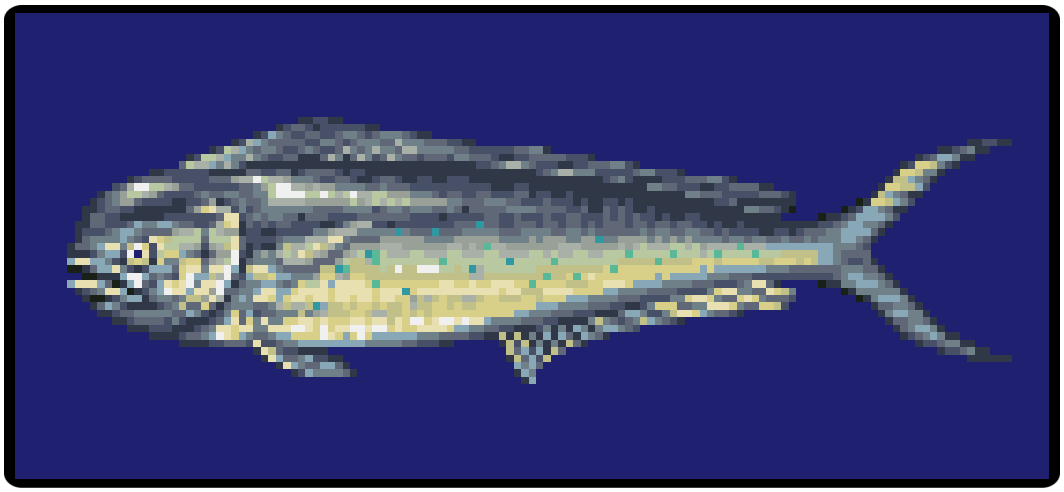
## Isozuri: Ritou Hen

| | |
|---|---|
| **Developer** | Pack-In-Video |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) January 19, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game involves fishing on the Izu Islands of Japan while keeping track of time. Unique images depict participation in a fishing derby. 20 different types of fish appear in the game; including the amberjack, scorpion fish and the parrot fish.

Many fishing mechanisms can be used including fishing lures and live fishing bait. Lures can consist of either spoons or floating minnows.



## Itadaki Street 2: Neon Sign wa Bara Iro ni

7.4

| | |
|---|---|
| **Developer** | Tomcat System |
| **Publisher** | Enix |
| **Release date** | (jp) February 26, 1994 |
| **Genre** | Board game |
| **Mode** | 1-2 Players |

Fortune Street is a computer board game series originally created by Dragon Quest designer Yuji Horii. Following up on the original FamiCom game, Itadaki Street, Itadaki Street 2 features more complex Monopoly-esque gameplay and new gambling elements. The game was the first game in the series to be published by Enix.

## Itoi Shigesato no Bass Tsuri No. 1

8.5

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Nintendo |
| **Release date** | (jp) February 21, 1997 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Itoi Shigesato no Bass Tsuri No. 1 is a fishing game released for the Super Famicom and updated for broadcast as eight different episodes on the Satellaview subsystem between April and November 1997. The game allows the player to play as the creator of the game, Shigesato Itoi, and includes a host of animal characters who occasionally appear in the game.

## Itou Haka Rokudan no Shougi Doujou

8.4

| | |
|---|---|
| **Developer** | ASK |
| **Publisher** | ASK |
| **Release date** | (jp) February 4, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Itou Haka Rokudan no Shogi Dojo ("Sixth-Tier Expert Itou Haka's Shogi Dojo") is a competitive/instructional Shogi game. It features the likeness of Itou Haka, who regularly addresses the player and appears in menus throughout the game. He'll escort the player through the basics, challenges with specific tile set-ups and regular games of Shogi against the AI.

パッケージのムードは こんな感じだけど 本格的なんだ
This is Real!
わたし バスプロ になろう かな…
バス釣り したことないけど これなら おもしろい
水鳥を 大切にしよう
釣り歴30年の わしでも これならまんぞく
ゴミは 持ち帰 ろうね
サテラビューがあると もっと楽しく なりますね

## J.League '96 Dream Stadium

8.0

| | |
|---|---|
| **Developer** | AI |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) June 1, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

J.League '96 Dream Stadium feature all clubs from the top division of Japan Professional Football League J. League Division 1 (1996 J. League season). The gameplay has similarities with International Superstar Soccer Deluxe.

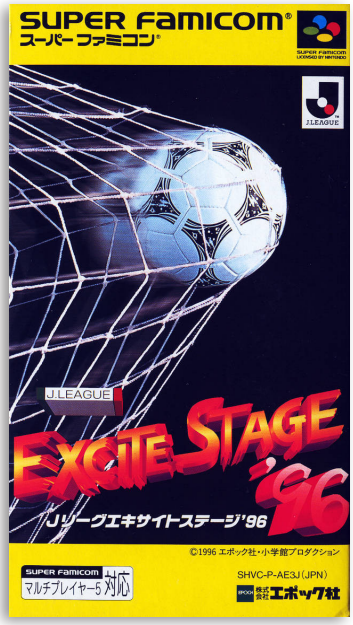
Prequels to this game included J.League Super Soccer and J.League Super Soccer '95 Jikkyō Stadium.

## J.League Excite Stage '95

7.8

| | |
|---|---|
| **Developer** | A-Max |
| **Publisher** | Epoch |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

The series was based on the J.League, and started with J.League Excite Stage '94. The gameplay progresses in a side view, similar to an arcade soccer game. Unlike in the first title, the goalkeepers can be either automatic or manual. In J.League Excite Stage '95, the penalty shoot-out was modified, switching to a split screen view.




## J.League Excite Stage '96

7.8

| | |
|---|---|
| **Developer** | A-Max |
| **Publisher** | Epoch |
| **Release date** | (jp) April 26, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

The most significant innovation of J.League Excite Stage '96 was the inclusion of beach soccer. This last title is still very popular these days and it is often considered to be one of the best and most complete soccer games of all-time, not in terms of realism, but gameplay and fun.

7.6

## J.League Soccer Prime Goal

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) August 6, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

J-League Soccer: Prime Goal is a soccer game based on the J-League, Japan's premier soccer league. It uses a horizontally scrolling soccer pitch that occasionally cuts to cinematic animations for challenges and after a goal is scored. The player has the choice of ten teams in the J League, each with the real-life members of each team (at the time).

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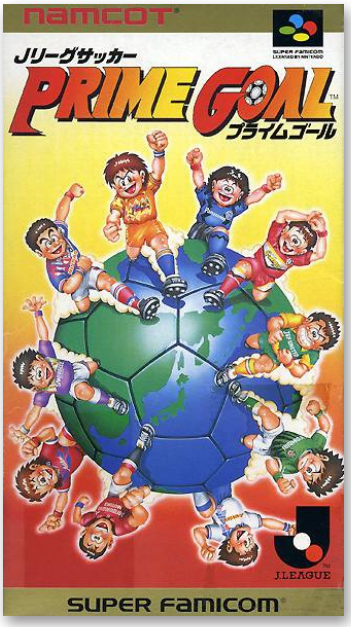
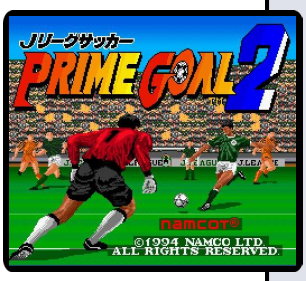



7.7



## J.League Soccer Prime Goal 2

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

It is the second game in the J-League Soccer Prime Goal series, preceded by J-League Soccer: Prime Goal and succeeded by 90 Minutes: European Prime Goal.

Of note are the variety of modes that are offered in Prime Goal 2. Naturally, there is a player vs. computer and player vs. player mode, but also included are a campaign mode (complete with a password system), a penalty kick mode, and an "east vs. west" mode.

6.6

## J.League Super Soccer

| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Soccer |
| **Mode** | 1-5 Players |

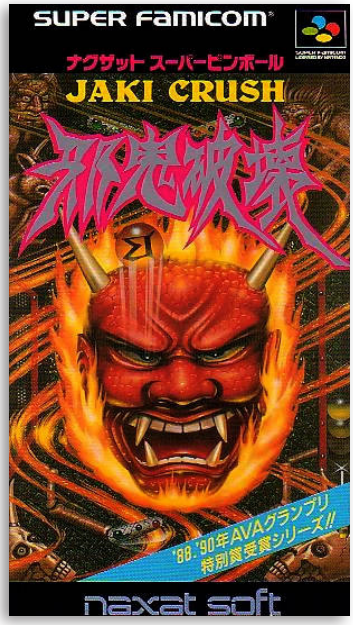
J.League Super Soccer is a soccer game. The game was released in Europe as Virtual Soccer. The Japanese version featured all clubs from the top division of Japan Professional Football League J. League Division 1 (1994 J. League season), while the European version featured national teams. The player can choose two views, from a left-right perspective or with top-down perspective.

## J.League Super Soccer '95 Jikkyō Stadium

7.3

| | |
|---|---|
| **Developer** | AI |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

J.League Super Soccer '95: Jikkyō Stadium featured all clubs from the top division of Japan Professional Football League J. League Division 1 (1995 J. League season). The players can choose from two distinctive view for gameplay. These views include a left-right perspective and a top-down perspective.



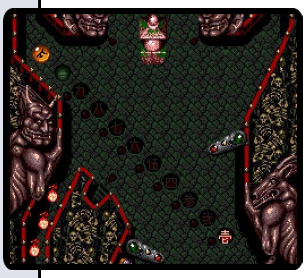

## Jaki Crush

7.0

| | |
|---|---|
| **Developer** | NAXAT Soft, Compile |
| **Publisher** | NEC |
| **Release date** | (jp) 1992 |
| **Genre** | Pinball |
| **Mode** | 1 Player |

Jaki Crush is the third in the Crush Pinball series, and was preceded by Alien Crush and Devil's Crush. It is considered to be very obscure and is often thought to be the forgotten entry in the series.

The game features a theme revolving around the mythology of a type of Japanese demon or ogre, called a jaki. A single table is divided into three different sectors; carrying two flippers each.



## Jaleco Rally: Big Run: The Supreme 4WD Challenge

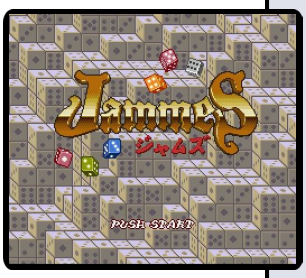
7.1

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (jp) March 20, 1991 |
| **Genre** | Racing |
| **Mode** | 1 Player |

There are no Mode 7 graphics used in the game; which is rare for a SNES game. Instead, the race proceeds in a straight line without any 360° effects to simulate turning around and going in different direction. The object of the game is to travel from the cosmopolitan landscape of Tripoli, Libya to the swamp regions of West Africa in a rally race.

8.0

## Jammes



**Developer** Mighty Craft
**Publisher** Carrozzeria
**Release date** (jp) February 10, 1995
**Genre** Puzzle
**Mode** 1 Player

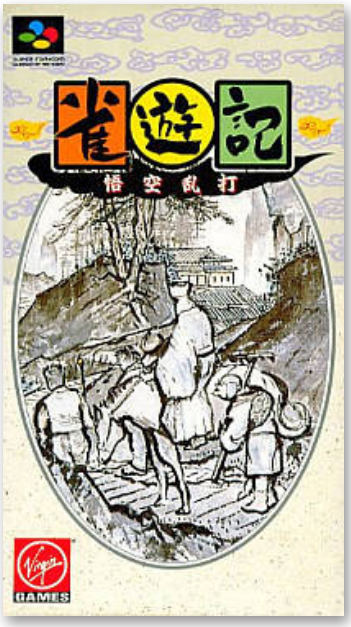
Jammes is a puzzle game, developed by Mighty Craft and published by Carrozzeria, which was released in Japan in 1995.

7.0

## Janyuuki Gokuu Randa

**Developer** Virgin Interactive
**Publisher** Virgin Interactive
**Release date** (jp) January 13, 1995
**Genre** Board game
**Mode** 1 Player

Janyuuki Goku Randa is a mahjong game, published by Virgin Interactive, which was released in Japan in 1995.

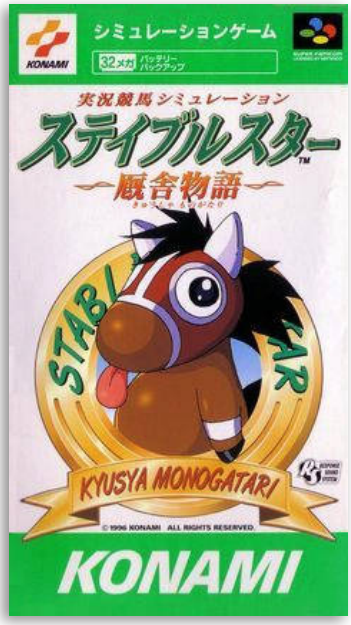



9.0

## JB The Super Bass

**Developer** Gaps
**Publisher** Naxat Soft
**Release date** (jp) December 15, 1995
**Genre** Sports
**Mode** 1 Player

Starting out from a pier at a generic fishing village in Japan, the player departs on his fishing vessel and must catch as many fish as possible before the time reaches 5:00 P.M.. Players start out with a basic row boat and must use their winnings in order to upgrade their ride all the way up to a deluxe motor boat. A wide selection of lures and fishing roads can also be purchased at the fishing shop.




## Jikkyō Keiba Simulation: Stable Star

7.6

| | |
|---|---|
| **Developer** | KCEO |
| **Publisher** | Konami |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Racing |
| **Mode** | 1 Player |

The concept is that the player must purchase horses and train them for horse racing purposes. Horses are to be purchased for money and maintained by feeding them, training them, and providing them big pastures for them to exercise on. Players become "stable stars" by winning races and expanding their farm with the money earned from races.

## Jikkyō Oshaberi Parodius

7.6

| | |
|---|---|
| **Developer** | KCEO |
| **Publisher** | Konami |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

The gameplay is very similar to the Gradius series, with a few exceptions. For one, there is an impressive array of characters to choose from. Each one of these characters utilizes different weapons and abilities as you obtain power-ups. The second main difference is the addition of bell power-ups, from the TwinBee series. These bells act as one-time power-ups, allowing you to destroy every enemy on screen, fire huge beams of energy, etc.

## Jikkyō Power Pro Wrestling '96: Max Voltage

7.6

| | |
|---|---|
| **Developer** | Diamond Head |
| **Publisher** | Konami |
| **Release date** | (jp) September 13, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

The game feature a career mode called "Max Voltage" mode that allows the player to relive the career of a Japanese professional wrestler, from his training days to his twilight years. In career mode, players can choose their background (ranging from wrestling to bodybuilding and even karate) in order to gain his moveset.

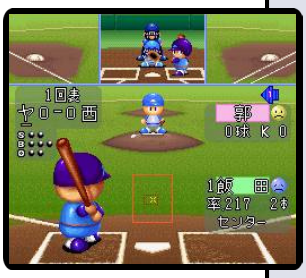
7.6

## Jikkyou Powerful Pro Yakyuu: Basic Han '98

| | |
|---|---|
| **Developer** | Diamond Head |
| **Publisher** | Konami |
| **Release date** | (jp) March 19, 1998 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu: Basic Han '98 is part of the Jikkyō Powerful Pro Yakyū, also known simply as Power Pro or Pawapuro to non-Japanese speakers, baseball video game series created by Konami. It is known for its big-headed characters, and addictive arcade-style gameplay.

7.3



## Jikkyou Powerful Pro Yakyuu '94

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) March 11, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu '94 is a baseball sim and the first in Konami's long-running Jikkyou Powerful Pro Yakyuu series. It is the first of six Super Famicom games in the franchise. As well as the usual exhibition and pennant modes, the player can practice any position in the game with any team member.

*"giantbomb.com"*

8.0

## Jikkyou Powerful Pro Yakyuu '96 Kaimaku Han

| | |
|---|---|
| **Developer** | Diamond Head |
| **Publisher** | Konami |
| **Release date** | (jp) July 19, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu '96 Kaimakuban is another entry in the Pro Yakyuu baseball series, developed by Diamond Head and published by Konami, which was released in Japan in 1996.

## Jikkyou Powerful Pro Yakyuu 2

7.8

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu 2 is the second installment in the main Power Pros series for the Super Famicom.

## Jikkyou Powerful Pro Yakyuu 3

7.4

| | |
|---|---|
| **Developer** | Diamond Head |
| **Publisher** | Konami |
| **Release date** | (jp) February 29, 1996 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu 3 is the third major game in the Powerful Pro series. The game is fairly similar to its predecessors, Jikkyou Powerful Pro Yakyuu '94 and Jikkyou Powerful Pro Yakyuu 2, although it does add some new features, such as Success Mode.

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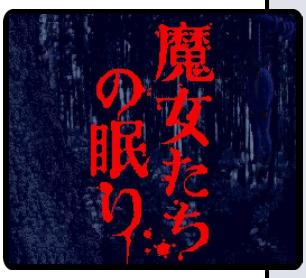
## Jikkyou Powerful Pro Yakyuu 3 '97 Haru

7.8

| | |
|---|---|
| **Developer** | Diamond Head |
| **Publisher** | Konami |
| **Release date** | (jp) March 20, 1997 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Jikkyou Powerful Pro Yakyuu 3 '97-Haru is another entry in the baseball series, developed by Diamond Head and published by Konami, which was released in Japan in 1997.

6.5



## Jirou Akagawa: Majotachi no Nemuri

| | |
|---|---|
| **Developer** | Minato Giken |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) November 24, 1995 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Akagawa Jirou: Majotachi no Nemuri is a visual novel based on the works of mystery novelist Jirou Akagawa. Originally released for the Super Famicom, the game was later enhanced for the PlayStation.

*"giantbomb.com"*

9.2

## Jissen Kyōtei

| | |
|---|---|
| **Developer** | Aisystem Tokyo |
| **Publisher** | Imagineer |
| **Release date** | (jp) June 23, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

The game allows players to have the experience of wagering on Kyōtei races that are held all across Japan every year and wagered on by hundreds of spectators. Players have to bet money on up to three motorboats for a duration of anywhere from six to 24 months in a series of hydroplane racing events. There is only an opportunity to talk to the boss once a month. Each month consists of 24 races.

7.0

## Jissen Pachi-Slot Hisshouhou

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) November 26, 1993 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachi-Slot Hisshouhou ("Practice Pachi-Slot Winning Strategy") is a gambling sim from Sammy Corporation, based on their range of slot machines produced for Japanese pachinko parlors. It allows players to "practice" with simulations of the real deal, letting them figure out a winning strategy without breaking the bank.

*"giantbomb.com"*

## Jissen Pachi-Slot Hisshouhou! 2

7.6

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) September 16, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

The game is the second game in Sammy Studio's Jissen Pachi-Slot Hisshouhou series of slot machine simulators that are meant to teach players how to "game" the real-life equivalents for fun and profit. It features six different virtual slot machines with details on their manufacturing history. The game has a handful of customization options to suit the player.

## Jissen Pachi-Slot Hisshouhou! Classic

7.5

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) July 7, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachi-Slot Hisshouhou! Classic is another pachi-slots game developed by Sammy Studios in 1995.

## Jissen Pachi-Slot Hisshouhou! Twin

7.5

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) March 15, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachi-Slot Hisshouhou! Twin is another gambling pachinko entry, published by Sammy Studios, which was released in Japan in 1997.

7.1

## Jissen Pachi-Slot Hisshouhou! Twin Vol. 2

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) September 12, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachi-Slot Hisshouhou! Twin 2 is a pachinko game, developed by TOSE and published by Sammy Studios, which was released in Japan in 1997.

6.6

## Jissen Pachi-Slot Hisshouhou! Yamasa Densetsu

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) April 5, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachi-Slot Hisshouhou! Yamasa Densetsu is a pachinko game, published by Sammy Studios, which was released in Japan in 1996.

9.0

## Jissen Pachinko Hisshouhou! 2

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) March 8, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Jissen Pachinko Hisshouhou! 2 is yet another pachinko game, published by Sammy Studios, which was released in Japan in 1996.

## Jissen! Mahjong Shinan

5.5

| | |
|---|---|
| **Developer** | Syscom |
| **Publisher** | ASK |
| **Release date** | (jp) January 13, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Jissen! Mahjong Shinan is a mahjong game, developed by Syscom and published by ASK, which was released in Japan in 1995.

## Jojo no Kimyouna Bouken

7.1

| | |
|---|---|
| **Developer** | WinkySoft |
| **Publisher** | Cobra Team |
| **Release date** | (jp) March 5, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

One of the earliest titles based on the anime series Jojo's Bizarre Adventures, this is a role-playing game with somewhat simplified mechanics and navigation system reminiscent of Japanese adventures. Combat is turn-based and is viewed from first-person perspective. Jojo and his party members possess the so-called "stands", super-powerful creatures they can summon during fights.

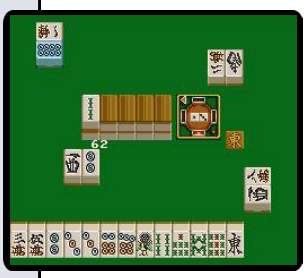
*"mobygames.com"*

## Joushou Mahjong Tenpai

7.5

| | |
|---|---|
| **Developer** | Game Arts |
| **Publisher** | Enix |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Joushou Mahjong Tenpai is a mahjong game, developed by Game Arts and published by Enix Corporation, which was released in Japan in 1995.

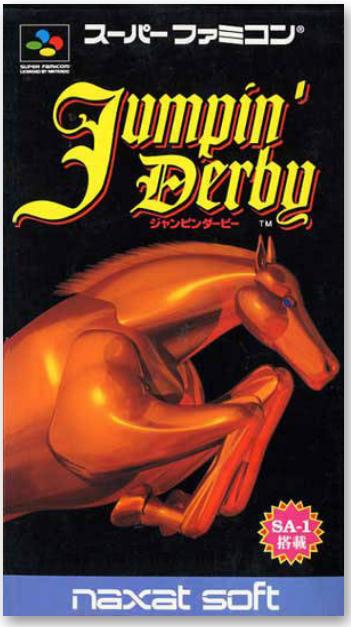


7.4

## Jumpin' Derby

**Developer** KID
**Publisher** Naxat Soft
**Release date** (jp) April 26, 1996
**Genre** Racing
**Mode** 1 Player

The player must buy a horse for a certain amount of money and must teach it how to jump and race. After putting it in a stable, the player must name his horse and maintain it for competitive purposes. The actual competition screen shows the player's time and his score. If the player makes three mistakes, then he automatically loses the competition or practice session.



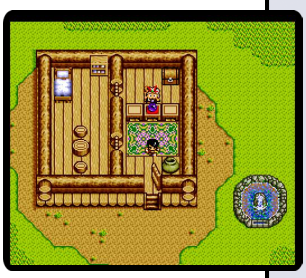

6.4

## Jungle no Ouja Tar-chan: Sekai Manyuu Dai Kakutou no Maki

**Developer** Kuusoukagaku
**Publisher** Bandai
**Release date** (jp) September 18, 1994
**Genre** Platformer
**Mode** 1 Player

Players must challenge levels that are similar to Super Mario World. Collecting 100 fruits will allow the player to gain a life. Emphasis is given to the main character in addition to the end-level bosses through the anime-style graphics. Jungle friends will sometimes help in battle, like a Cheetah.

6.8

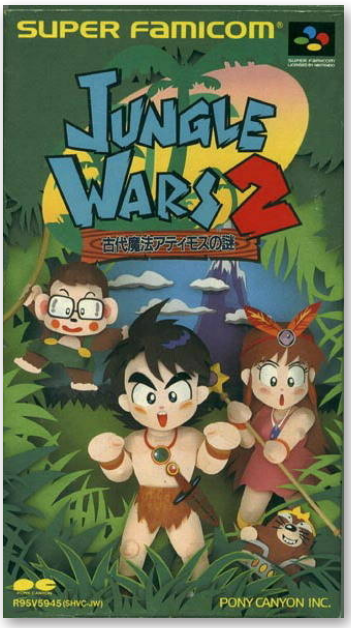


## Jungle Wars 2: Kodai Mahō Atimos no Nazo

**Developer** Atelier Double
**Publisher** Pony Canyon
**Release date** (jp) March 19, 1993
**Genre** Role-playing
**Mode** 1 Player

Jungle Wars 2: Kodai Mahō Atimos no Nazo, the sequel to the Game Boy game released in 1990, is a role playing game that takes place in the jungle.

As was previously seen in the Game Boy version, additional in-game events unlock as the user completes hidden tasks; the jungle railway, for instance, is unlocked once the player auctions off a amount of items.



## Jutei Senki

7.6

| | |
|---|---|
| **Developer** | TamTam |
| **Publisher** | Enix |
| **Release date** | (jp) August 27, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Jyutei Senki is a turn-based strategy game. The game takes place in an alternate universe where centuries ago humanity and their tree soldiers called Junei fight against Letum, a race of robots powered by magic.

The player commands the human army. The mission in each battle is to defeat the enemy army or take their headquarters in a limited amount of turns.

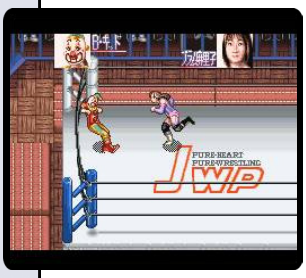
*"mobygames.com"*

## JWP Joshi Pro Wrestling: Pure Wrestle Queens

7.0

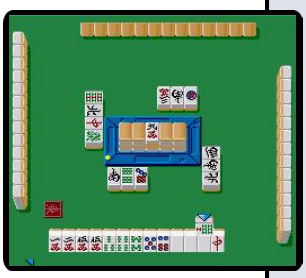
| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (jp) December 23, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

JWP Joshi Pro Wrestling: Pure Wrestle Queens is a wrestling game exclusive for the Super Famicom. The player can assume the role of twelve wrestlers from the 1994 roster of the Joshi Pro Wrestling (JWP) circuit: an all-female wrestling promotion that began in 1992. The game features a competition mode, a versus mode and a five-woman Battle Royale.




PURE.HEART
PURE.WRESTLING
JWP

8.3



## Kabuki-chou Reach Mahjong: Toupuusen

**Developer** Studio Softmov
**Publisher** Pony Canyon
**Release date** (jp) July 15, 1994
**Genre** Board game
**Mode** 1-4 Players

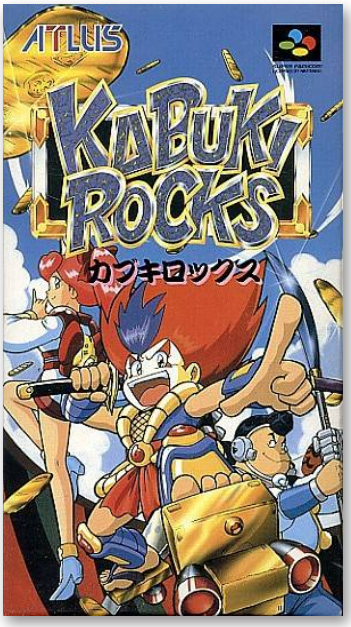
Kabuki Machi Reach Mahjong is a mahjong game created for the Super Famicom by obscure developer Studio Softmov. It would be the only game they ever develop. The game features an overworld map, allowing the player to move from location to location playing mahjong with various people. It features four-player mahjong, which became the norm in the 16-bit era.

7.1

## Kabuki Rocks

**Developer** RED Entertainment
**Publisher** Atlus
**Release date** (jp) March 4, 1994
**Genre** Role-playing
**Mode** 1 Player

Kabuki Rocks is a turn-based RPG that is heavily inspired by traditional Japanese Kabuki theater. Most of the characters and enemies are based on some aspect of Kabuki, including the wild-haired protagonist Rock. The game's equivalent of magic are songs learned at karaoke parlors performed on each character's musical instrument. Many other elements are based around performance arts, including a Paper Mario-esque "stage" backgrounds for random encounters.

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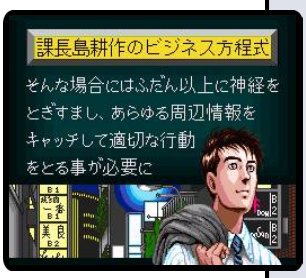
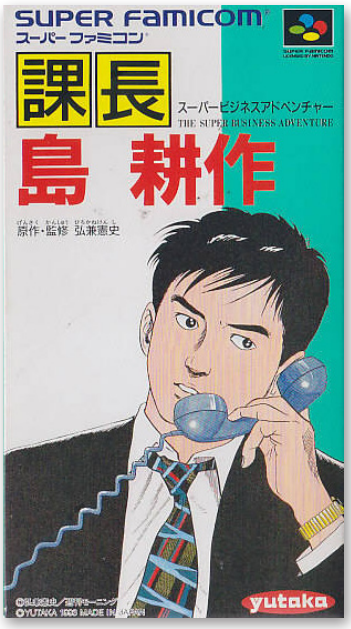
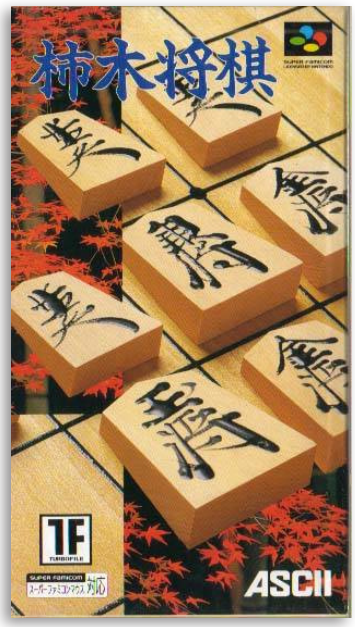



## Kachou Shima Kousaku

**Developer** Tom Create
**Publisher** Yukata
**Release date** (jp) September 17, 1993
**Genre** Adventure
**Mode** 1 Player

Kachō Kōsaku Shima: Super Business Adventure allows the player to play the role as a Japanese salaryman as he goes on his "employment adventure" in order to accomplish negotiations for business deals. Occasionally, the player will have to do stuff with his girlfriend and explore his office building in order to accomplish things from his employer. The title is based on the manga Kachō Kōsaku Shima.



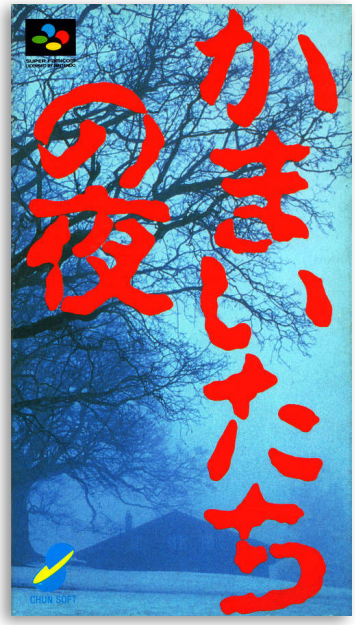



## Kakinoki Shougi

7.0

| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | ASCII |
| **Release date** | (jp) September 1, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Kakinoki Shogi is a shogi board game, developed by SAS Sakata and published by ASCII Entertainment, which was released in Japan in 1995.

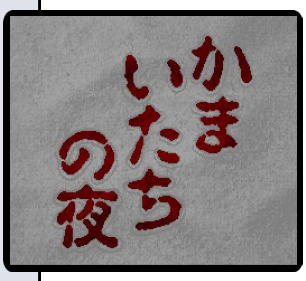


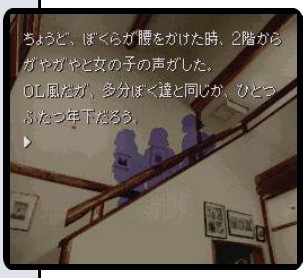

## Kamaitachi no Yoru

7.9

| | |
|---|---|
| **Developer** | Chunsoft |
| **Publisher** | Chunsoft |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Banshee's Last Cry was the second sound novel developed by Chunsoft, and its popularity brought a myriad of other companies to develop similar games. The term "sound novel" was originally a registered trademark of Chunsoft, but is now regarded as a whole genre of its own. The game sold close to a million copies (including remakes and ports), making it a financial success as well.



## Kamen Rider

7.6

| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Bandai |
| **Release date** | (jp) November 12, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Kamen Rider is a beat 'em up game based on the Kamen Rider tokusatsu TV show, specifically the very first incarnation which ran between 1971-1973. The player assumes the role of Takeshi Hongo, the first Kamen Rider, as he fights through the minions and kaijin (human-sized kaiju) of the evil organization Shocker in a series of brawler stages not unlike Final Fight or Double Dragon.

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7.8

## Kamen Rider SD: Shutsugeki!! Rider Machine

| | |
|---|---|
| **Developer** | Yutaka |
| **Publisher** | Yutaka |
| **Release date** | (jp) July 9, 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

The game brings together all ten showa era Kamen Riders to do motorcycle combat with an army of Shocker soldiers. Each Episode starts with an introduction by "Oyassan" Tachibana, and stars a different Rider with his own unique special move. Episodes are broken up into six levels of combat against several Shockers riding their own motorcycles or cars or other vehicles.

7.4

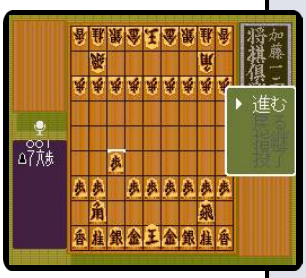
## Kat's Run: Zen-Nippon K Car Senshuken

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Kat's Run: Zen-Nippon K Car Senshuken is a racing game by Atlus. As the title implies, the playable vehicles are all kei cars and SUVs.

There are two playable modes: Street race and V.S. race (which has four selectable courses). The player can choose ten different characters/drivers and ten vehicles, respectively.

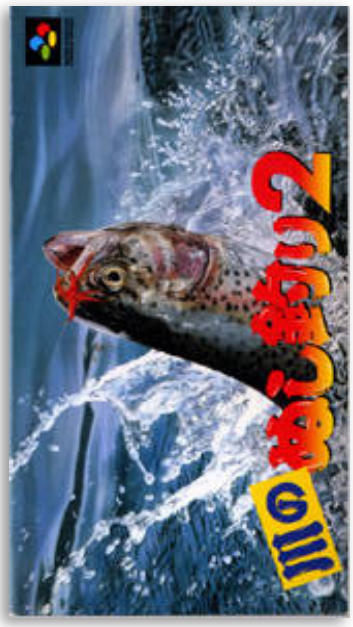
8.6




## Katou Ichi-Ni-San Kudan Shougi Club

| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Hect |
| **Release date** | (jp) May 16, 1997 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Katou Ichi-Ni-San Kudan Shougi Club is a board game developed by Natsu System and published by Hect for the Super Famicom platform.



## Kawa no Nushi Tsuri 2

7.8

**Developer** Natsume
**Publisher** Pack-In-Video
**Release date** (jp) April 28, 1995
**Genre** Role-playing
**Mode** 1 Player

Kawa no Nushi Tsuri 2 is a Japan-exclusive fishing RPG from Natsume and the third game in their long-running River King franchise. Like its predecessor, released on the Famicom in 1990, the game crosses fishing game elements such as finding bait and ideal fishing spots with RPG elements such as fighting wildlife in turn-based battles and growing more experienced over time.

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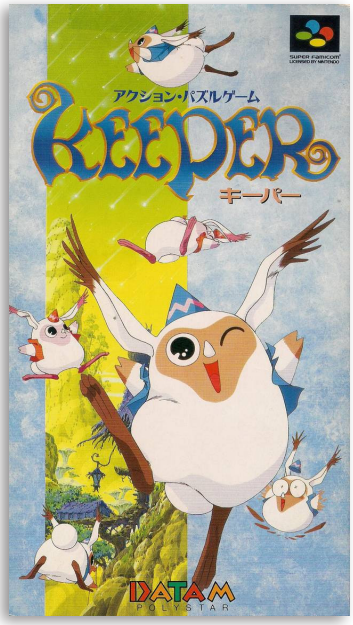


## Keeper

7.2

**Developer** Fupac
**Publisher** Datam Polystar
**Release date** (jp) July 15, 1994
**Genre** Puzzle
**Mode** 1 Player

The goal of the game is to keep clearing blocks as they warp in, matching three or more blocks of the same color and/or symbol. Matching three blocks of the same symbol and color provides a much larger bonus to the player's score, and is the key to reaching the higher score ranks. The player character can hop on top of blocks to push those adjacent out of the way.

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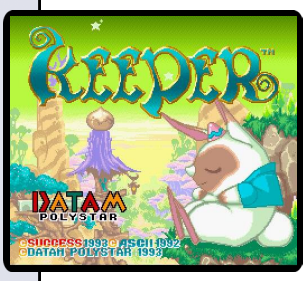


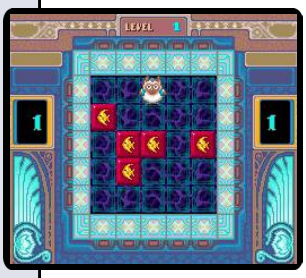

## Keiba Eight Special

9.3

**Developer** C-Lab
**Publisher** Misawa Entertainment
**Release date** (jp) December 10, 1993
**Genre** Gambling
**Mode** 1 Player

Keiba Eight Special is a horse racing game that allows players to set up and gamble on horse racing. The game borrows the name of a prominent horse racing publication in Japan, and is thought to help "teach" prospective gamblers how to pick the right horses for real-life races.

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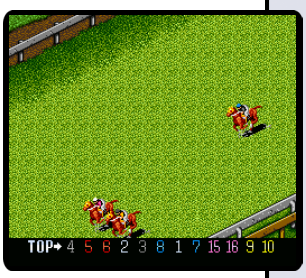
9.0




## Keiba Eight Special 2

**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) September 30, 1994
**Genre** Gambling
**Mode** 1 Player

Keiba Eight Special 2 is a horseracing game for the Super Famicom and the sequel to 1993's Keiba Eight Special. Like its predecessor, the game is more focused on virtual recreations of hypothetical races that the player customizes ahead of time and then watches play out, then using that "research" to predict winners of the actual races.

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7.5

## Keiba Yosou Baken Renkinjutsu

**Developer** KSS
**Publisher** KSS
**Release date** (jp) May 27, 1994
**Genre** Gambling
**Mode** 1 Player

Keiba Yosou Baken Renkinjutsu is a horseracing game that is geared towards helping pundits to determine the results of races, by inputting horse and race data and seeing how a hypothetical race might result. The game is very dense with technical horseracing terms and Japanese horseracing rules, so some relevant expertise is required.

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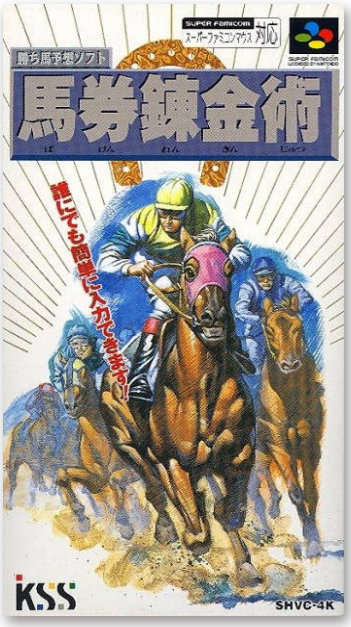
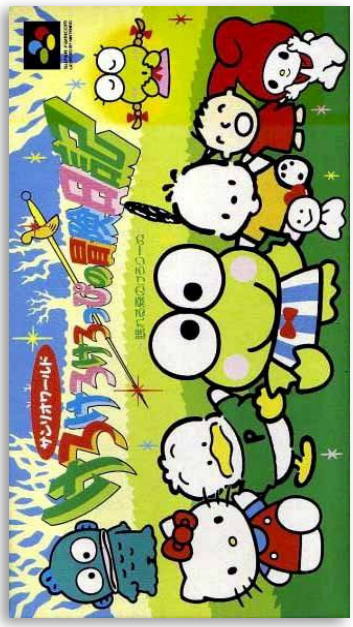



7.0

## Kenyuu Densetsu Yaiba

**Developer** Atelier Double
**Publisher** Banpresto
**Release date** (jp) March 25, 1994
**Genre** Action role-playing
**Mode** 1-2 Players

The game is based on the anime series The Legend of the Swordsman Yaiba. The game is as action RPG with elements of a fighting game. The player fight enemies in action-based combat. They can use a variety of moves and special attacks, defend, and jump. There is also a two-player mode, in which players control Yaiba and his rival.



## Kero Kero Keroppi no Bōken Nikki: Nemureru Mori no Keroleen

8.3

| | |
|---|---|
| **Developer** | ISCO |
| **Publisher** | Character Soft |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Players take the role of Keroppi, from the Sanrio Hello Kitty collection, in Kero Kero village when Keroleen is kidnapped and taken to the forest where Keroppi and two friends must rescue her. The game is intended for younger players. Consequently, the game is relatively short compared to other role-playing games.

## Kessen! Dokapon Okukoku IV: Densetsu no Yuusha Tachi

8.6

| | |
|---|---|
| **Developer** | Asmik |
| **Publisher** | Asmik |
| **Release date** | (jp) December 10, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is a mix of an RPG and a multiplayer board game. Players move their heroes around the board, gaining levels and finding equipment, and eventually saving a kingdom from encroaching monsters. Though the game includes a "IV" in its title, this actually refers to the number of players the game can support rather than being the fourth in the series.

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## Kidou Butouden G-Gundam

7.1

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Bandai |
| **Release date** | (jp) December 27, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Kidou Butouden G-Gundam ("Mobile Fighter G-Gundam") is a one-on-one fighting game for the Super Famicom which features mechs and pilots from the 1994 Kidou Botouden G-Gundam offshoot of the Gundam universe. G-Gundam is set in an alternate timeline and, instead of widespread warfare, conflicts are determined with a competitive fighting tournament.

*"giantbomb.com"*

7.4

## Kidou Senshi Gundam: Cross Dimension 0079

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) February 10, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Kidou Senshi Gundam: Cross Dimension 0079 is a Strategy game set in the Gundam universe. Published by Bandai, the game was released in Japan in 1995.

7.6

## Kidou Senshi Gundam F91: Formula Senki 0122

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Bandai |
| **Release date** | (jp) July 6, 1991 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The game is a strategy game based in the Gundam universe. Specifically, it follows the F91 series that chronologically takes place 30 years after the original. The aim of the game is to direct the player's Gundam and intercept enemy unit formations, and then line up individual targets in a space sim-like mode.

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5.9

## Kidou Senshi V Gundam

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) March 11, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Kidou Senshi V Gundam is a side-scrolling action game based on the 1993 Mobile Suit Victory Gundam TV show. Set years after Mobile Suit Gundam F91, the beleaguered Earth forces must deal with more aggression from the BESPA Forces: the army of the Zansacre Empire. A small band of Earth military personnel and Gundam pilots form a resistance group named League Militaire.

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## Kidou Senshi Z Gundam: Away to the NewType

7.7

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) March 1, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Kidou Senshi Z-Gundam: Away to the NewType is a Strategy game, published by Bandai, which was released in Japan in 1996.

## Kidō Keisatsu Patlabor

7.8

| | |
|---|---|
| **Developer** | Interbec |
| **Publisher** | BEC |
| **Release date** | (jp) April 22, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Kidō Keisatsu Patlabor is a Japan-exclusive video game based on the manga of the same title. The Labors were robots created by the big industries and was used in construction and public work. However, however many people used the Labors for criminal purposes. The Tokyo Police Department decided that Labor were to patrol the zones of Tokyo and combat crime.

## Kikuni Masahiko no Jantoushi Dora Ou

7.0

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Pow |
| **Release date** | (jp) February 19, 1993 |
| **Genre** | Board game |
| **Mode** | 1-2 Players |

The game is a low-budget mahjong game released for the Super Famicom in 1993, it parodies the classic anime and manga series "Saint Seiya". It follows typical Japanese mahjong rules, although many characters can perform special moves. The game supports the Super Famicom Mouse peripheral.

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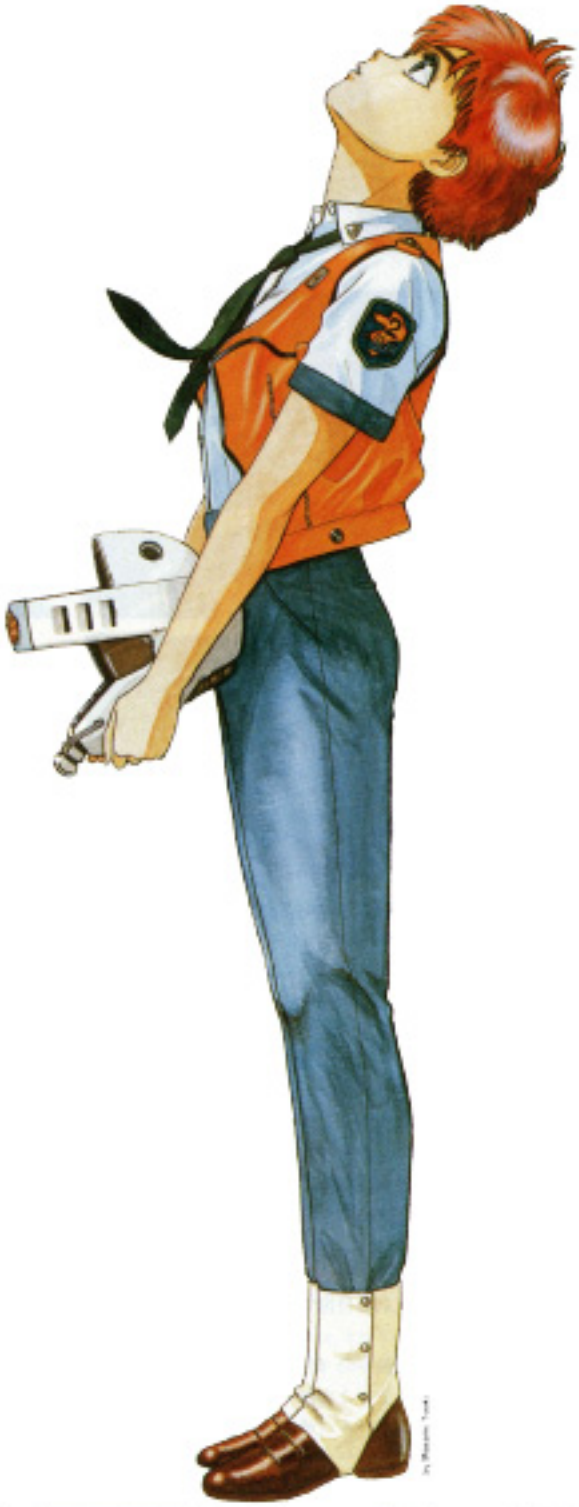


# PATLABOR

## 機動警察パトレイバー

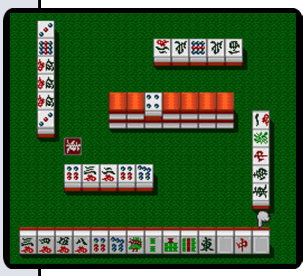
## Kikuni Masahiko no Jantoushi Dora Ou 2

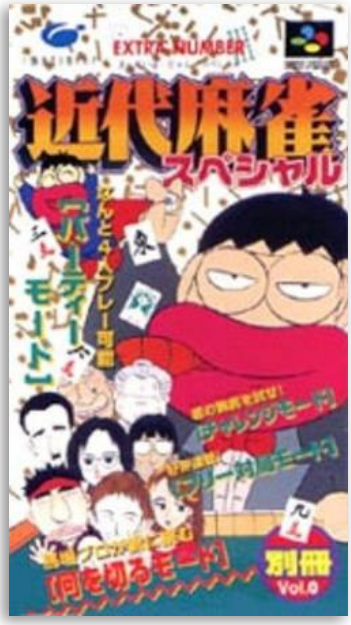
6.6

| | |
|---|---|
| **Developer** | Pow |
| **Publisher** | Pow |
| **Release date** | (jp) December 3, 1993 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Kikuni Masahiko no Jantoushi Dora Ou 2 is a mahjong game with a parody supernatural superhero theme. Like its predecessor, it uses mahjong as a sort of component for its "battle" system.

The game is a bit more "free", allowing the player to explore the world map. It also allows for four-person games, removing the two-person limitation of its forebear.



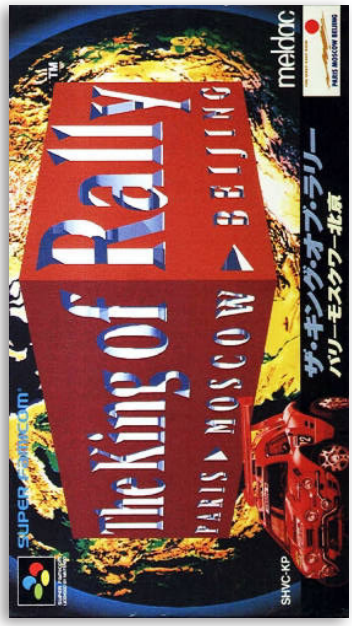



## Kindai Mahjong Special

8.3

| | |
|---|---|
| **Developer** | Outback |
| **Publisher** | Imagineer |
| **Release date** | (jp) March 31, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Kindai Mahjong Special is a mahjong game, developed by Outback and published by Imagineer, which was released in Japan in 1995.




## The King of Rally

3.6

| | |
|---|---|
| **Developer** | KAZe |
| **Publisher** | Meldac |
| **Release date** | (jp) December 28, 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

The King of Rally is a rally-type Super Famicom racing video game, set in a rally raid similar to that of the Paris-Dakar Rally. This scenario depicts an international race where the player has to drive an off-roader across a rally course in order to obtain the best time.

While the drive through France and Germany start out as paved roads and easy forest drives, players encounters ice and snow once they enters Russia.

8.1

## Kingyo Chuuihou! Tobidase Game Gakuen

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Mini games |
| **Mode** | 1-3 Players |

Kingyo Chuuihou! Tobidase! Game Gakuen is a multiplayer party game based on the Kingyo Chuuihou! (Goldfish Warning!) manga and anime. The game allows for up to three players. Each "mini-game" is selected from a roulette, and players compete to earn 100 points the quickest. These mini-games can range from trivia contests to more action-oriented fare.

4.6

## Kinnikuman: Dirty Challenger

| | |
|---|---|
| **Developer** | "unkown" |
| **Publisher** | Yutaka |
| **Release date** | (jp) August 21, 1992 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Kinnikuman: Dirty Challenger is a wrestling game based in the Kinnikuman (or Muscleman, as it's known in other countries) anime series. The game encompasses the "Survivor Match for the Kinniku Throne" saga, which started just after the "Dream Chōjin Tag Team Chapter" ended.

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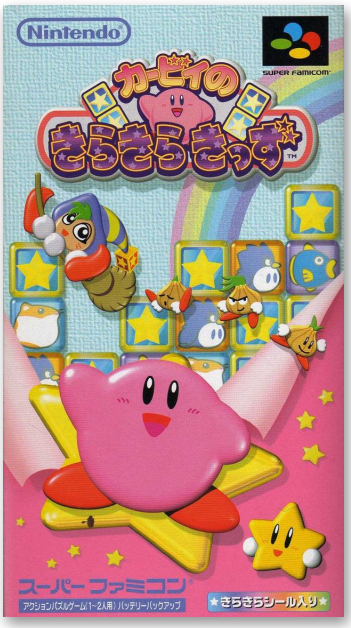
7.4

## Kirby no Kirakira Kizzu

| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Nintendo |
| **Release date** | (jp) June 25, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Kirby no Kirakira Kizzu, also commonly referred to as Kirby's Super Star Stacker, is an SNES remake of Kirby's Star Stacker with nearly identical gameplay. The point of the game is to remove falling star blocks by placing matching animal friends (Rick, Coo, and Kine) at either end. One of the primary enhancements is story mode, in which Kirby faces several opponents from other Kirby games (mostly from Kirby Super Star).



## Kishin Douji Zenki: Batoru Raiden

8.2

| | |
|---|---|
| **Developer** | CAProduction |
| **Publisher** | Hudson |
| **Release date** | (jp) August 4, 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Zenki: Batoru Raiden is a game based off of the popular (at the time) manga series by Kuroiwa Yoshihiro, which ran from 1993 to 1996 and spawned several games. This title is the only action/platformer related to the license. The player takes control of Zenki, a large and powerful demon imprisoned in servitude long ago.

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## Kishin Douji Zenki: Denei Raibu

7.5

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Hudson |
| **Release date** | (jp) November 24, 1995 |
| **Genre** | Action |
| **Mode** | 1 Player |

Kishin Douji Zenki: Rettou Raiden is another game based on the manga series. It is was developed by CAProduction and published by Hudson, which was released in Japan in 1995.

## Kishin Douji Zenki: Tenchi Meidou

7.1

| | |
|---|---|
| **Developer** | Hudson |
| **Publisher** | Hudson |
| **Release date** | (jp) February 23, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Kishin Douji Zenki: Tenchi Meidou is a Card battle game, published by Hudson, which was released in Japan in 1996.

7.1

## Kishin Korinden Oni

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Onigami Korinden Oni is the fifth game in Pandora Box/Banpresto's ONI series of RPGs based around Japanese folklore, specifically focusing on malevolent spirits and demons. Like its predecessors, all of which were Game Boy originals, Onigami Korinden Oni follows the story of a demon-hunting samurai in historical Japan as he is accosted by the forces of darkness.

*"giantbomb.com"*

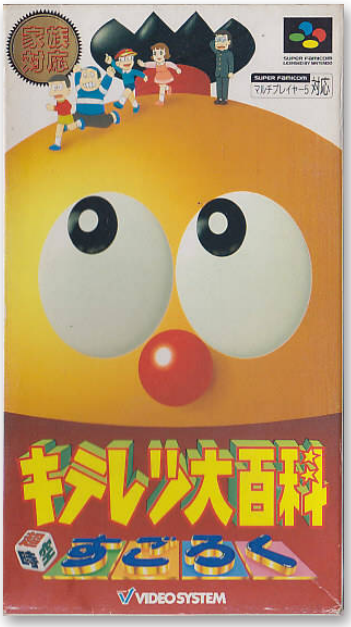
8.1

## Kiteretsu Daihyakka: Chōjikū Sugoroku

| | |
|---|---|
| **Developer** | Fill-in-Cafe |
| **Publisher** | Video System |
| **Release date** | (jp) January 27, 1995 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Kiteretsu Daihyakka: Chōjikū Sugoroku is a Sugoroku-based video game for one to four players that is based on the Kiteretsu Daihyakka anime series.

The object is to travel through time and explore different eras throughout the history of the world. Items collected on the game board can help a player overcome his or her opponents.

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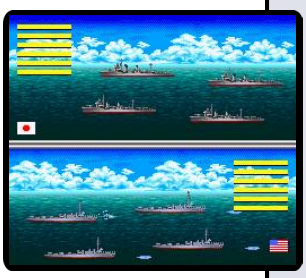

## Konpeki no Kantai

| | |
|---|---|
| **Developer** | Access |
| **Publisher** | Angel |
| **Release date** | (jp) November 2, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Konpeki no Kantai is a Strategy game, developed by Access and published by Angel (Bandai), which was released in Japan in 1995. The game is based on Konpeki no Kantai (lit. Deep Blue Fleet), a Japanese alternate-history OVA series produced by J.C.Staff.

## Kouryaku Casino Bar

6.8

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

The player has to wander around a casino district in order to win lots of money in games of chance. Various Western games of chance like roulette are included with the traditional Japanese games of chance. The currency used in the game is $ rather than ¥.

The ultimate goal in this game is to become a millionaire. There is a “free play” mode and a “story mode” that provides the actual gameplay.

## Kōryū Densetsu Villgust

6.0

| | |
|---|---|
| **Developer** | Winkysoft |
| **Publisher** | Bandai |
| **Release date** | (jp) May 23, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Kōryū Densetsu Villgust is an RPG, later adapted into a pair of anime OVA episodes in 1992–1993. The object of the game is to rescue the players girlfriend and to return to modern Japan from a parallel medieval world. The player controls five people as they fight apes and skeletons for experience points. There are lots of weapons to buy and players can only enter certain houses that have doors visibly on them.

## Kōryū no Mimi

7.3

| | |
|---|---|
| **Developer** | VAP |
| **Publisher** | VAP |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Beat ‘em up |
| **Mode** | 1 Player |

Kōryū no Mimi is a side-scrolling beat-’em-up based on the anime/manga of the same title. The storyline is involving, with lots of different allies and villains running around. There are a wide variety of moves and combos that players can pull off, and they can also get plenty of weapons to wield, and passive-looking objects to throw around.

8.0

## Koushien 2

**Developer** Affect
**Publisher** K Amusement Leasing
**Release date** (jp) June 26, 1992
**Genre** Sports
**Mode** 1-2 Players

The follow-up to Kōshien for NES retains the same basic gameplay, allowing the player to take part in the Japanese high school baseball tournament. Separate practice and versus modes are available. The entire tournament can be sped up by automatizing results of games played by AI-controlled opponents. A new team creation mode allows limited editing and substitution of players.

*"mobygames.com"*

7.0

## Koushien 3

**Developer** Magical Company
**Publisher** Magical Company
**Release date** (jp) July 29, 1994
**Genre** Sports
**Mode** 1-4 Players

Like its predecessors, Kōshien 3 allows players to take part in a Japanese high school baseball tournament. Compared to its predecessor, the game has fewer options: there is no team customization mode and only one general versus mode alongside the tournament (for up to four players). Computer AI can be now adjusted according to four difficulty levels.

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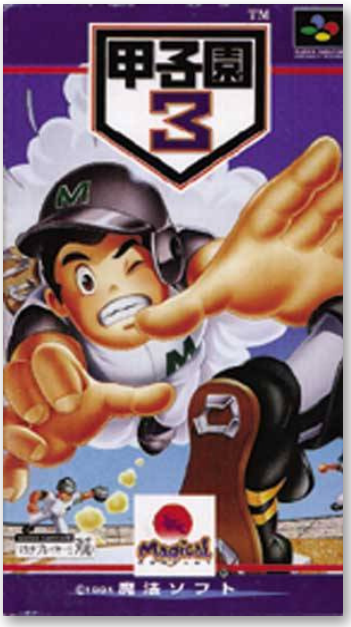

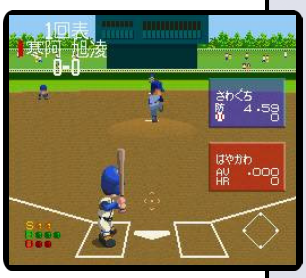

## Koushien 4

**Developer** Magical Company
**Publisher** Magical Company
**Release date** (jp) July 14, 1995
**Genre** Sports
**Mode** 1-2 Players

Kōshien 4 is another baseball game that allows players to compete in a Japanese high school league. The game has more modes and features compared not only to its immediate predecessor, but also the first two games. Team creation mode is back, this time offering more advanced customization options. Visually, the game distinguishes itself from its predecessors by feature "super-deformed" character graphics.

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## Kousoku Shikou: Shougi Ou

7.0

| | |
|---|---|
| **Developer** | Access |
| **Publisher** | Imagineer |
| **Release date** | (jp) March 24, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Kousoku Shikou Shogi-Oh is a shogi board game, developed by Access and published by Imagineer, which was released in Japan in 1995.

## Koutetsu no Kishi

8.0

| | |
|---|---|
| **Developer** | Dual |
| **Publisher** | Asmik |
| **Release date** | (jp) February 19, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

The player controls German Waffen-SS and Heer officer Fritz Kraemer; who was responsible for commanding troops in major World War II operations like Operation Barbarossa (which are included in the game). Players must assign a starting location for all of his units and must seek out the AI opponent; who has placed his units according to their historical starting locations.

## Koutetsu no Kishi 2: Sabaku no Rommel Shougun

8.0

| | |
|---|---|
| **Developer** | Dual |
| **Publisher** | Asmik |
| **Release date** | (jp) January 28, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

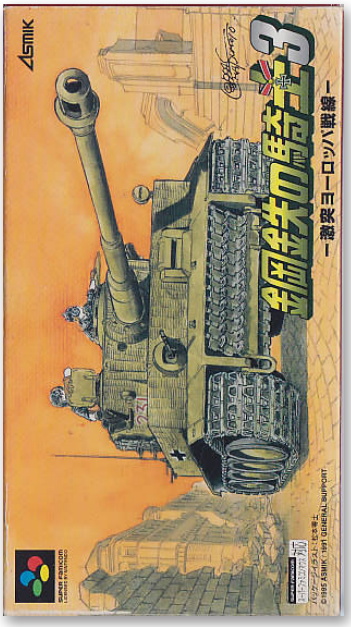
Players can either compete in a military campaign, a practice mode, or even construct their own ideal battlefield. Taking place mostly in the North African theatre of WWII. The primary objective in the campaign mode is to help Field Marshal Erwin Rommel capture the headquarters for the Allied forces in Cairo while preventing the Axis forces' from suffering the same fate.

8.0

## Koutetsu no Kishi 3: Gekitotsu Europe Sensen

**Developer** Dual
**Publisher** Asmik
**Release date** (jp) January 27, 1995
**Genre** Strategy
**Mode** 1-2 Players

The player can play as either Nazi Germany or the Allied forces. Each stage has its own individual background sound that provides additional tension to the atmosphere. Being the final game in the Koutetsu no Kishi trilogy, this game would be the sequel to Koutetsu no Kishi and Koutetsu no Kishi 2: Sabaku no Rommel Shougun.




5.8

## Kunio no Oden

**Developer** Technos
**Publisher** Technos
**Release date** (jp) May 27, 1994
**Genre** Puzzle
**Mode** 1-2 Players

Kunio no Oden is a puzzle game from Technos Japan featuring their Kunio-Kun characters. Unlike the usual Kunio-Kun street brawlers and dodgeball sims, the game is far more lighthearted and concerns the combining of oden food items to remove them from the playing field. The player can choose between Columns rules or Puyo Puyo rules.

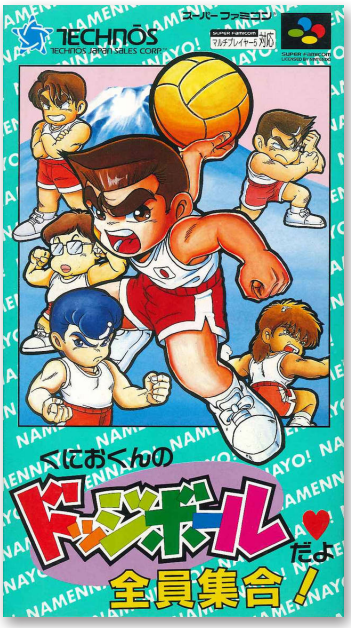
*"giantbomb.com"*

7.9

## Kunio-kun no Dodgeball da yo Zen'in Shūgō!!

**Developer** Technos
**Publisher** Technos
**Release date** (jp) August 6, 1993
**Genre** Sports
**Mode** 1-2 Players

Kunio-kun no Dodge Ball da yo: Zenin Shuugo is a Kunio-kun dodgeball game and the sequel to the NES/Famicom game Super Dodge Ball. Kunio and his team competes with various other squads in unusual arenas, including one suspended on a net above a forest. The goal, as always, is for the player to take out the other team by hitting them with the dodgeball.



## Kunio-kun no Dodge Ball: Zenin Shuugou! Tournament Special

7.9

| | |
|---|---|
| **Developer** | Technos |
| **Publisher** | Technos |
| **Release date** | (jp) 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Kunio-kun no Dodge Ball Zenin Shuugou Tournament Special Gold was released on a gold cartridge as special limited edition given as a prize during a tournament in 1993. It came in a luxury box with a letter of congratulations signed by Technos. Numbers on this one are conflicting as some sources say 50 while others say 8 were produced.

*"gamesniped.com"*

## Kuusou Kagaku Sekai Gulliver Boy

6.6

| | |
|---|---|
| **Developer** | Amble |
| **Publisher** | Bandai |
| **Release date** | (jp) June 27, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is an action RPG in which players can switch characters. Each one of the three heroes has his/her own attacks: Gulliver is a melee-style fighter, Edison can throw expendable bombs at enemies, and Misty can attack with magical spells. Whenever they switch to a different characters, the inactive characters in the party gradually regain their hit points.

## Kyouraku Sanyou Maruhon Parlor! Parlor!

9.0

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) March 30, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Kyouraku - Sanyo - Toyomaru Parlor! Parlor! is a gambling game, published by Nippon Telenet, which was released in Japan in 1995.

8.0

## Kyouraku Sanyou Maruhon Parlor! Parlor! 2

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Kyouraku - Sanyo - Toyomaru Parlor! Parlor! 2 is the second of five Japan-only gambling games released for the Super Famicom.

6.0

## Kyouraku Sanyou Maruhon Parlor! Parlor! 3

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) January 19, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

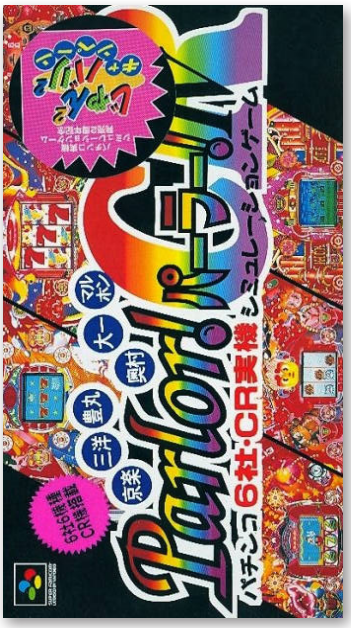
Kyouraku - Sanyo - Toyomaru Parlor! Parlor! 3 is another gambling game, published by Nippon Telenet, which was released in Japan in 1996.

7.0

## Kyouraku Sanyou Maruhon Parlor! Parlor! IV CR

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) December 29, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Kyouraku - Sanyo - Toyomaru Parlor! Parlor! 4 is yet another gambling game in the Kyouraku Sanyo series, published by Nippon Telenet, which was released in Japan in 1995.



## Kyouraku Sanyou Maruhon Parlor! Parlor! 5

8.0

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Kyouraku - Sanyo - Toyomaru Parlor! Parlor! 5 is the fifth and last Super Famicom pachinko game in the Kyouraku - Sanyo series. As every game, it was published by Nippon Telenet, and released in Japan in 1996.

## Kyuuyaku Megami Tensei

7.7

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (jp) March 31, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Kyuuyaku Megami Tensei (Megami Tensei: The Old Testament) was released by Atlus for the Super Famicom in 1995 following the success of the Shin Megami Tensei games. Kyuuyaku contains remakes of the first two Megami Tensei games, featuring significant graphical improvements over their Famicom originals.

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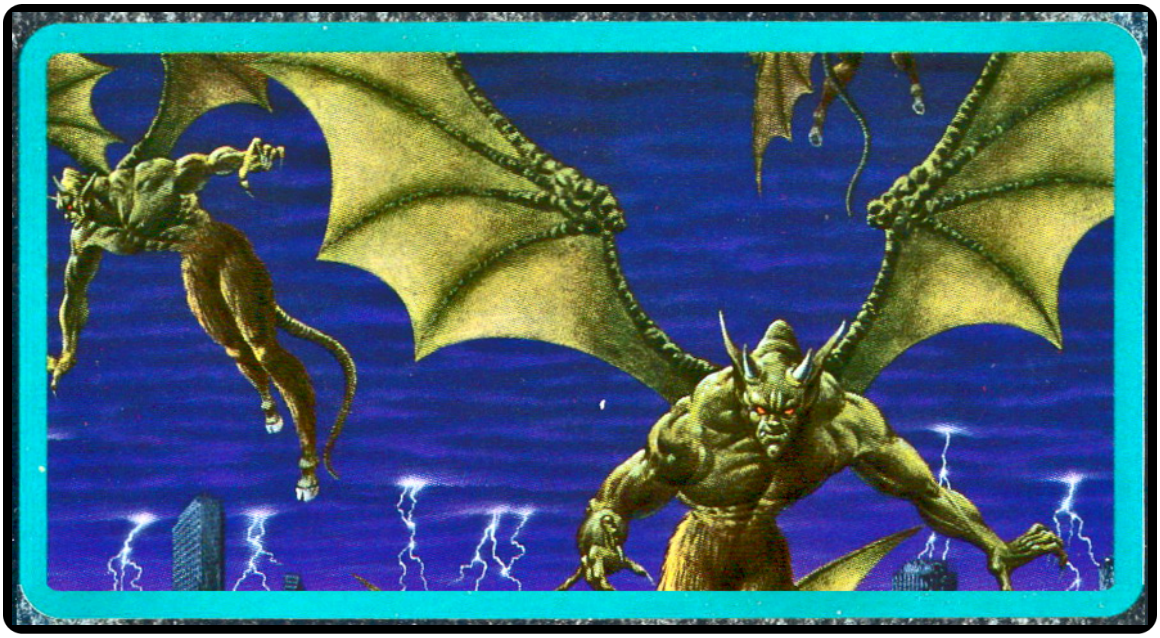


9.5

## La Wares

**Developer** J-Force
**Publisher** Yutaka
**Release date** (jp) April 21, 1995
**Genre** Role-playing
**Mode** 1 Player

Shin Seikoku: La Wares is a Japan-exclusive role-playing game for the Super Famicom. The hero Chiffon fights with his sword in order to save Kitan Kingdom from the evil "Renpoushi" on different stages in a world where a gigantic machine knight develops an intense battle. In battle, players can fight by riding on the giant knight "Souhei" by means of attacking with a weapon.

7.5

## Lady Stalker: Kako Kara no Chôsen

**Developer** Climax Entertainment
**Publisher** Taito
**Release date** (jp) April 1, 1995
**Genre** Action role-playing
**Mode** 1 Player

Lady Stalker: Challenge from the Past is a sequel to Landstalker: The Treasures of King Nole. While Lady Stalker shares the same isometric viewpoint with Landstalker, gameplay is remarkably different. Unlike Landstalker the player character cannot jump, abandoning the most prominent aspect of its predecessor compared to other games of the genre.

8.1

## Der Langrisser

**Developer** Masaya
**Publisher** NCS
**Release date** (jp) June 30, 1995
**Genre** Tactical role-playing
**Mode** 1 Player

Der Langrisser was one of the first tactical RPGs to allow the player a choice of story paths. Depending on the player's choices, the protagonist of the game, Erwin, can switch allegiances between three factions: the Descendants of Light, the Rayguard Empire, and the Demon Tribe. Alternatively, he can choose to create his own faction in opposition to the other three.

## Laser Birdie: Get in the Hole

| | |
|---|---|
| **Developer** | Ricoh, Bits Laboratory |
| **Publisher** | Good House |
| **Release date** | (jp) 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Back in 1995, Nintendo worked with Japanese electronics giant Ricoh to release Lasabirdie, a personal golf simulator for the Super Famicom.

The Lasabirdie bundle included the Get in the Hole game and several control accessories. Though the Lasabirdie lacked any motion sensing technology, its implementation was remarkably similar to the Wii's.

*"gamesniped.com"*

## The Last Battle

8.3

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Techiku |
| **Release date** | (jp) December 2, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player, as the young wizard Kurt, travels the world learning magic after successfully completing his coming of age ceremony. He joins with three other young heroes and fights to preserve the fragile peace of his homeland and its neighbor.

The game uses a distinctive combat system in which characters run around a field performing attacks and spells on enemies.

## Last Bible III

7.5

| | |
|---|---|
| **Developer** | Multimedia Intelligence Transfer |
| **Publisher** | Atlus |
| **Release date** | (jp) March 4, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

"Last Bible III" is a sequel to two Last Bible games for Game Boy and Game Boy Color. The player control Shieru, a young boy who lives in a small village on a planet with a medieval civilization. With the help of his friends, he should fulfill an ancient prophecy and defeat the evil that threatens the planet. In order to do that, the heroes of the game have to recruit demons who will help them in battles.

*"mobygames.com"*

7.2

## Last Fighter Twin

| | |
|---|---|
| **Developer** | Banpresto |
| **Publisher** | Banpresto |
| **Release date** | (jp) March 27, 1992 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Last Fighter Twin, or The Great Battle II: Last Fighter Twin, is the second game in the Great Battle series for Super Famicom which began with SD Great Battle in 1990. It is also part of the Compati Hero Series.

Last Fighter Twin departs from SD Great Battle's top-down action gameplay with a side-scrolling brawler format.

*"giantbomb.com"*

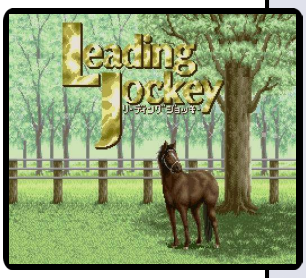
8.1

## Leading Company

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) February 26, 1993 |
| **Genre** | Strategy |
| **Mode** | 1-4 Players |

The game challenges young people to create their own business empire by researching and marketing better VHS machines for the Japanese consumers. The player is introduced to jazzy instrumental song being played in the background while neon pictures of various people fly across the screen. As of 2011, there has been no attempt to produce an English language version for this game either through official channels or through unofficial emulator translator groups.

8.5



## Leading Jockey

| | |
|---|---|
| **Developer** | Carrozzeria |
| **Publisher** | Carrozzeria |
| **Release date** | (jp) September 16, 1994 |
| **Genre** | Sports, Racing |
| **Mode** | 1 Player |

Leading Jockey is a horse racing game for the Super Famicom. It focuses more on the racing aspect than the simulation/management of one's horses and jockeys, unlike ASCII's Derby Stallion or Hect's Thoroughbred Breeder. The player still has a number of options when setting up a race to appeal to enthusiasts of the sport.

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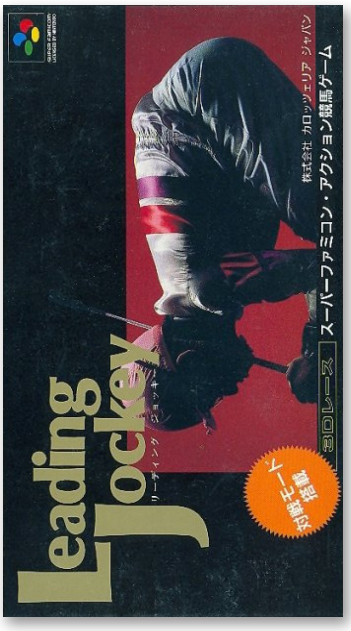
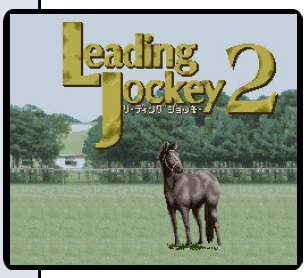


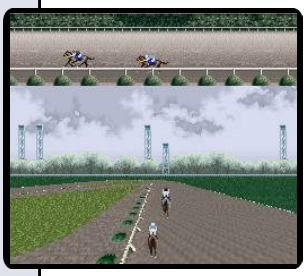
## Leading Jockey 2

7.0

| | |
|---|---|
| **Developer** | Carrozzeria |
| **Publisher** | Carrozzeria |
| **Release date** | (jp) November 24, 1995 |
| **Genre** | Sports, Racing |
| **Mode** | 1 Player |

Leading Jockey 2 is another Sports racing game, published by Carrozzeria, which was released in Japan in 1995.



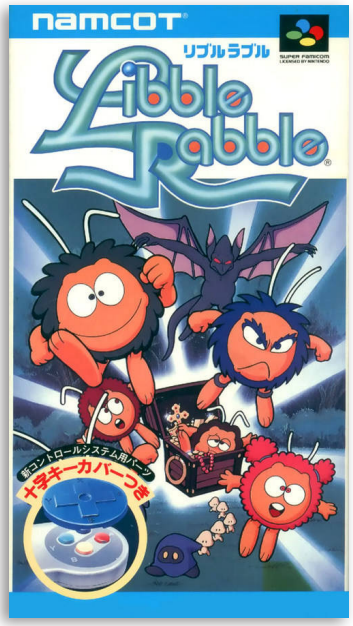



## Lennus II: Fuuin no Shito

7.8

| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Asmik |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

This video game is the sequel to Paladin's Quest. Lennus II was released on July 26, 1996, nearly four years after its predecessor, and a full month after the Nintendo 64; accordingly, it featured much-improved graphics and sound. The plot centers around a hero, Falus, who must find four orbs to avert apocalypse. Falus is the only character central to the player's party; other members are recruited and may be dismissed if a superior replacement is found.




## Libble Rabble

7.4

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) September 22, 1994 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

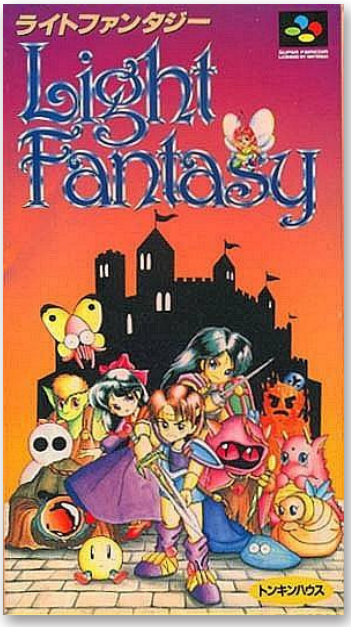
Libble Rabble was originally released as an arcade game released by Namco in October 1983. It was designed by Toru Iwatani, who had also designed the Gee Bee series, Pac-Man, and Pole Position. It features the characters of Libble and Rabble as they attempt to harvest Mushlins for dinner.

6.6

## Light Fantasy

**Developer** Advance Communication Company
**Publisher** Tonkin House
**Release date** (jp) July 3, 199
**Genre** Role-playing
**Mode** 1 Player

The story is about raising a weak hero to be an independent man in an role-playing game with a heart-warming atmosphere. The battle is done on the map like a simulation; players don't have to leave the map in order to kill enemies. All the graphics in the game are done using a manga-style fantasy theme.




6.5

## Light Fantasy II

**Developer** "unknown"
**Publisher** Tonkin House
**Release date** (jp) November 17, 1995
**Genre** Role-playing
**Mode** 1 Player

Several hundreds years after the events of Light Fantasy, monsters become friendly enough to become companions. However, the Goddess from the first game becomes an enemy. The battle system is similar to the first game. The Towers of Light and Darkness no longer exists. Instead, players must explore different villages and dungeons in order to unlock the complete story of the game.

6.8

## Little Magic

**Developer** Altron
**Publisher** Altron
**Release date** (jp) December 24, 1993
**Genre** Puzzle
**Mode** 1 Player

The game plays similarly to Sokoban/Boxxle, in that the player must thoughtfully pick a route for a sliding block without getting it or the player character stuck. May, the player character, can use her limited magic to plant a bomb which pushes the block once, and can place up to five of these with timers. She's also capable of pushing the block herself (or one of her bombs) when standing next to it.

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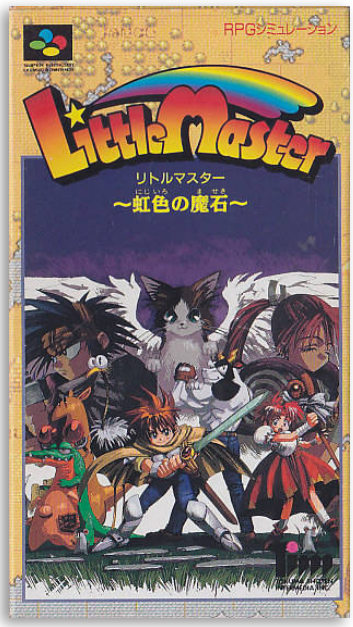
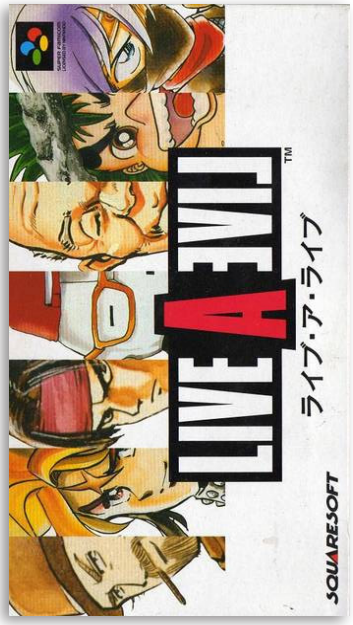



## Little Master: Nijiiro no Maseki

7.8

| | |
|---|---|
| **Developer** | Tokuma Shoten |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Little Master: Niji Iro no Maseki is the third game in the series. The first two was released for the Game Boy. Each of the Little Master games is a tactical role-playing. Players control a party of characters that can be moved around a grid during battle. Battles are fought in turns.




## Live A Live

8.4

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) September 2, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Live A Live's story begins with a series of seven seemingly unrelated chapters that can be played in any order, based on popular genres such as Western, science fiction, and mecha. Each chapter has its own plot, setting, and characters. Although the basic gameplay is the same throughout the game, every chapter has its own unique gimmick, such as the stealth elements in the ninja chapter.

## Lode Runner Twin: Justy to Liberty no Daibouken

6.4

| | |
|---|---|
| **Developer** | T&E Soft |
| **Publisher** | T&E Soft |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Lode Runner Twin: Justy to Liberty no Daibouken is a Lode Runner game for the Super Famicom. As with its predecessors, the goal of the game is to run around a 2D map grabbing items and avoiding enemies. The player can dig holes ahead and behind them in order to temporarily trap enemies or create shortcuts for themselves.

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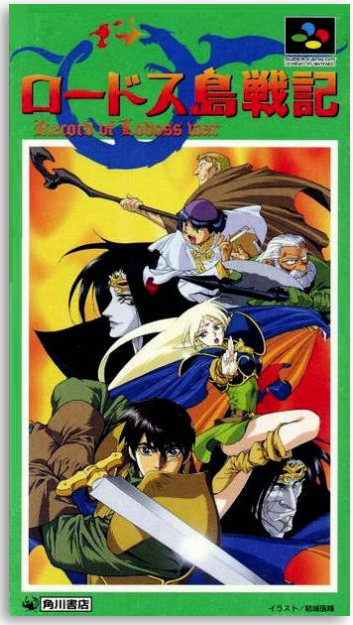
# スクウェアがはなつ、超RPG。



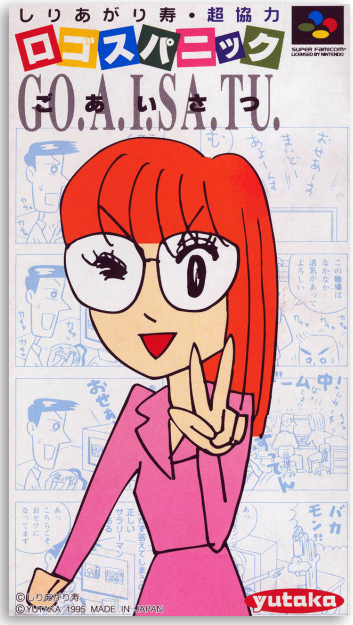

## Lodoss Tou Senki: Record of Lodoss War

7.9

**Developer** Thinking Rabbit
**Publisher** Kadokawa
**Release date** (jp) December 22, 1995
**Genre** Role-playing
**Mode** 1 Player

Lodoss Tou Senki is a Role-Playing game in the Record of Lodoss War series. It was developed by Thinking Rabbit and published by Kadokawa, which was released in Japan in 1995.

The game saw an English fan translation in 2001.

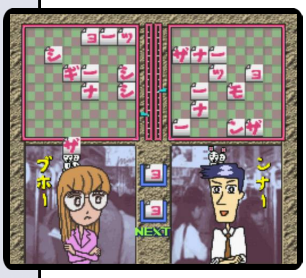


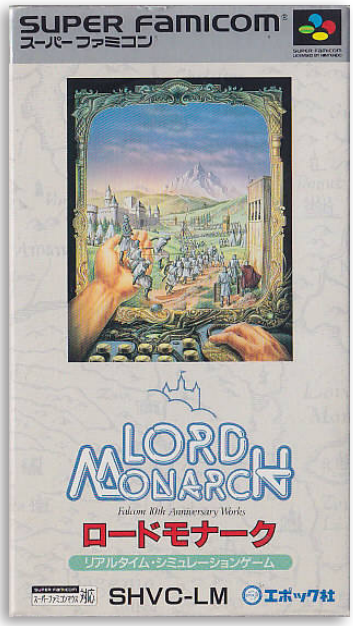

## Logos Panic

7.8

**Developer** Kan's
**Publisher** Yutaka
**Release date** (jp) November 17, 1995
**Genre** Puzzle
**Mode** 1-2 Players

Logos Panic pits players to scramble Japanese Kanji in a sort of Tetris puzzle style scenario; kanji must be correctly put together in time, simultaneously as new kanji pop out at the bottom of the screen. The game ends when the player can't assemble appropriate sentences in time. At the beginning there are only eight selectable characters but as the game progresses, another three will eventually appear.






## Lord Monarch

7.6

**Developer** Nihon Falcom
**Publisher** Epoch
**Release date** (jp) June 24, 1994
**Genre** Strategy
**Mode** 1-4 Players

Lord Monarch is a real-time strategy war game by Nihon Falcom. The game is considered to be the seventh installment in the Dragon Slayer series.

The game feature a medieval Europe theme, a futuristic theme with robots, a fast food theme with French fries and soft drinks attacking health food, a Three Kingdoms era theme, and a fairy-tale theme.

6.6

## Love Quest

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player begins the game as a young man with an Oedipus complex who searches for his bride who disappeared during their wedding. Instead of fighting "girls" (who vary in age, occupation, and appearance) in a random encounter, the player has to "win" their heart. Some of their "special attacks" includes the girls biting their nails and using their cosmetics.

6.9

## Lupin III: Densetsu No Hihou wo Oe!

| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Epoch |
| **Release date** | (jp) December 27, 1994 |
| **Genre** | Platformer, Puzzle |
| **Mode** | 1 Player |

Lupin III: Densetsu no Hihō o Oe! is a platform action/puzzle game based on the popular Monkey Punch characters.

As Lupin, the player must move through each maze-like floors of the skyscraper. The player must search around for the control computers in order to open the doors to freedom.

## Madō Monogatari: Hanamaru Daiyōchienji

7.2

| | |
|---|---|
| **Developer** | Compile |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) December 1, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Hanamaru Dai Youchienji is one of the Madou Monogatari series, the characters of which were used in Puyo Puyo. The gameplay is a traditional role-playing game with some unique twists. For example, there are no numerical stats. Instead, everything is represented by the character's facial expressions and sprites.

## Magic Knight Rayearth

6.8

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Tomy |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

This interpretation of the manga story by CLAMP, is a traditional Japanese-style RPG. The player controls the three main heroines as a party; each one uses different weapons and learns various skills. Typically for the genre, the party roams the top-down world, visits towns, descends into dungeons, chats with non-playable characters, and fights randomly appearing enemies in turn-based style.

*"mobygames.com"*

## Magical Drop

7.4

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) October 19, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Magical Drop is played in a style and gameplay similar to Compile's Puyo Puyo and Taito's Puzzle Bobble franchises; a "stack" of random colored bubbles descend from the top, and a player is defeated when a bubble hits the bottom. Bubbles can be picked up and dropped by the player's character at the bottom, and are destroyed when three or more of the same color are put together on a single column.

7.7

## Magical Drop 2

**Developer** Data East
**Publisher** Data East
**Release date** (jp) September 20, 1996
**Genre** Puzzle
**Mode** 1-2 Players

In Magical Drop II, players control a character that can grab and throw balloons. They have to match three balloons of the same colour or more vertically to pop them and clear the screen. They can hold multiple balloons of the same colour at once and cause consecutive collisions. There are special balloons that cannot be removed that easily and power-ups that clear entire rows or provide additional help.

7.9

## Magical Pop'n

**Developer** Polestar
**Publisher** Pack-in-Video
**Release date** (jp) March 10, 1995
**Genre** Platformer
**Mode** 1 Player

The game tells the story of a girl referred to as "Princess" who sets out to retrieve a magic gem that was stolen by the Demon King when her kingdom was invaded.

The player starts with a three-heart life gauge and one spell attack. Spells can be obtained throughout the game and are important for advancing further.

6.9

## Magical Taruruuto-kun: Magic Adventure

**Developer** Game Freak
**Publisher** Bandai
**Release date** (jp) March 28, 1992
**Genre** Action-platformer
**Mode** 1 Player

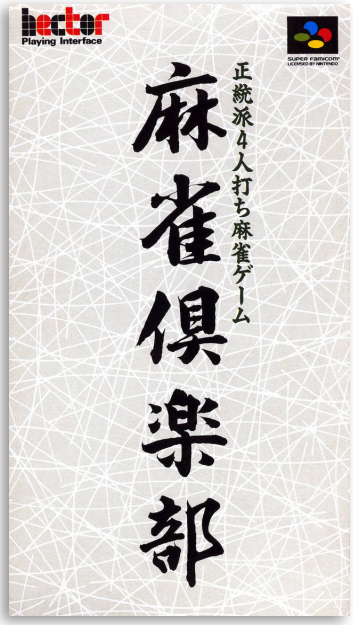
Magical Taluluto-kun: Magic Adventure is an action platformer from Bandai based on the Magical Taluluto manga and anime. Like its source, the game is bright and colorful and features a comedic sensibility. The game is superficially similar to Wonder Boy in Monster Land, with its inclusion of currency and shops that allow Taluluto to purchase upgrades.

## Magna Braban: Henreki no Yuusha

6.8

| | |
|---|---|
| **Developer** | Lenar |
| **Publisher** | ASK |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player controls an eager shepherd's son who wishes to become a knight after being saved by a mysterious armored hero one day. He wipes out at his first combat tournament, but befriends a couple of other also-rans in the arena's infirmary. Eventually, he and his friends are thrust into an adventure involving the demon king of the world.




## Mahjong Club

8.5

| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Hect |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Mahjong Club is a mahjong game developed by Natsu System and published by Hect. It was originally released on the Super Famicom in 1994 and later ported with enhancements to the Sony PlayStation in 1998.

As with a lot of mahjong games, the player takes on three opponents at a time and races them to complete their hand first.

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## Mahjong Gokuu Tenjiku

7.0

| | |
|---|---|
| **Developer** | Chat Noir |
| **Publisher** | Chat Noir |
| **Release date** | (jp) August 19, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Mahjong Gokuu Tenjiku is a mahjong game developed by Chat Noir originally for the 3DO in June 1994. The game is centered around the ancient Chinese novel Journey to the West, and features the protagonists and villains from that book as the various mahjong players.

The title refers to the Monkey King Goku and the ancient Chinese name for India, Tenjiku.

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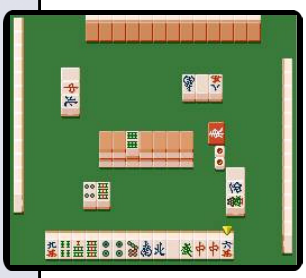


8.0

## Mahjong Hanjouki

**Developer** Nichibutsu
**Publisher** Nichibutsu
**Release date** (jp) July 28, 1995
**Genre** Board game
**Mode** 1 Player

Mahjong Hanjouki is a mahjong game, published by Nichibutsu, which was released in Japan in 1995.

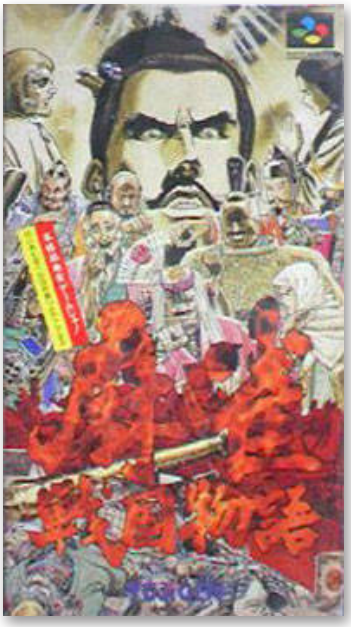
8.0

## Mahjong Sengoku Monogatari

**Developer** Khaos
**Publisher** Yojigen
**Release date** (jp) September 23, 1994
**Genre** Board game
**Mode** 1 Player

The game is based around the Sengoku era and features many famous daimyos from the period, who compete against each other in mahjong for land/resources. The game features a story mode, an exhibition versus mode and an elimination tournament mode.

Unlike many other mahjong games made this late in the 16-bit era, this game only supports one-on-one mahjong games with a CPU opponent.



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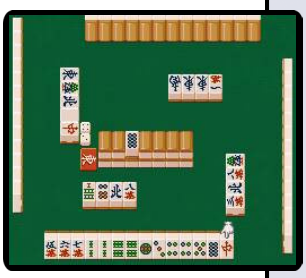

## Mahjong Taikai II

**Developer** Koei
**Publisher** Koei
**Release date** (jp) September 30, 1994
**Genre** Board game
**Mode** 1 Player

Mahjong Taikai II is a Koei mahjong game and the sequel to Super Mahjong Taikai. Like its predecessor, it features multiple historical figures to compete against in four-person mahjong games. The game features multiple modes and comedic skits with its two hosts.

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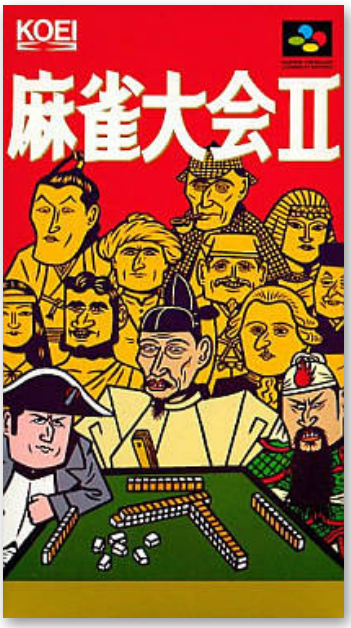

## The Mahjong Touhaiden

8.0

| | |
|---|---|
| **Developer** | Khaos |
| **Publisher** | Video System |
| **Release date** | (jp) April 16, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

The Mahjong Touhaiden is a one-on-one mahjong game for the Super Famicom. It has a few RPG elements, and each character in its diverse cast has their own strengths and weaknesses. The player can follow a story mode with a selection of playable characters, or take on the CPU in single exhibition matches.

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## Mahou Poi Poi Poitto!

7.3

| | |
|---|---|
| **Developer** | Metro |
| **Publisher** | Takara |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Mahou Poi Poi Poitto! plays similarly to other match-3 games of the era, like Columns, in that the player has to line up three identical pieces horizontally, vertically or diagonally. Pieces fall in square clumps of four, sometimes including cloud pieces which immediately vanish, and very rarely including a sun icon that can remove all the icons of a single type.

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## Mahōjin Guru Guru

7.3

| | |
|---|---|
| **Developer** | TamTam |
| **Publisher** | Enix |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Mahoujin GuruGuru is a an RPG for the Super Famicom developed by TamTam. The game is based on an anime series of the same name that was itself written and presented as a parody of standard Japanese RPG tropes of its era.

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7.6

## Mahoujin Guru Guru 2

| | |
|---|---|
| **Developer** | Enix |
| **Publisher** | Enix |
| **Release date** | (jp) April 12, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Mahōjin GuruGuru 2 is an action-RPG from Enix that stars two children, Kukuri and Nike, a brother and sister. In this game, the children must defeat the evil demon Giri to save the world.

Battles are fought in real-time with one player controlling two characters. This amounts to lining up the children in such a way that Nike can swing his sword and hit the enemies while Kukuri shoots her magical balls.

7.7

## Majin Tensei

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (jp) January 28, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game features tactical RPG styled battles. Battles start with a Top-down perspective and enter first-person when actual combat begins, similar to other Megami Tensei games. The player is allowed to recruit demons and use them to battle with, but Magnetite, the game's money, depletes with each use. Therefore, it becomes necessary to finish battles quickly and to not overuse demons.

8.0

## Majin Tensei II: Spiral Nemesis

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (jp) February 19, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Like its predecessor, Majin Tensei 2 uses a strategy based fighting system. The menus are in English while the dialogue is in Japanese, despite the game never having a North American release. Gameplay elements from the previous Shin Megami Tensei such as moon phases affecting demons are also present.

## Majuu Ou

7.5

| | |
|---|---|
| **Developer** | KSS |
| **Publisher** | KSS |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Majyuuou is an action platformer developed and published by KSS for the Super Famicom in 1995.

Majyuuou was never official released outside of Japan but Aeon Genesis did release an English patch for the game on February 14, 2003 and translated the title to "King of Demons."

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## Maka Maka

6.2

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Sigma Enterprises |
| **Release date** | (jp) April 24, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Maka Maka is an obscure turn-based Japanese RPG from Office Koukan which is known for, if anything, its surreal premise and character design.

Koji Aihara, a manga artist that focuses on absurdist comedy, is credited as the character designer for the game, in a role similar to that of Akira Toriyama for the Dragon Quest series or Yoshitaka Amano for Final Fantasy.

## Makeruna! Makendou 2

7.1

| | |
|---|---|
| **Developer** | Success |
| **Publisher** | Datam Polystar |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Makeruna! Makendō 2 plays similarly to other 2D versus fighting games during its release, which the player's character fights against his or her opponent in best two-out-of-three matches in a single player tournament mode with the computer or against another human player. The player has a character roster of eight selectable fighters to choose from, each with their own fighting style and special techniques.

7.4

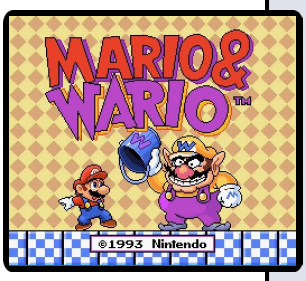
## Marchen Adventure Cotton 100%

**Developer** Success
**Publisher** Datam Polystar
**Release date** (jp) April 22, 1994
**Genre** Shooter
**Mode** 1 Player

Märchen Adventure Cotton 100% is a shoot 'em up. It is a sequel/remake of the Arcade/TurboGrafx-CD shoot 'em up Fantastic Night Dreams: Cotton, and has the same Gradius-like gameplay systems and plot.

The game was released twice: the first for the Super Famicom in 1994 and the second in 2003 for the Sony PlayStation.

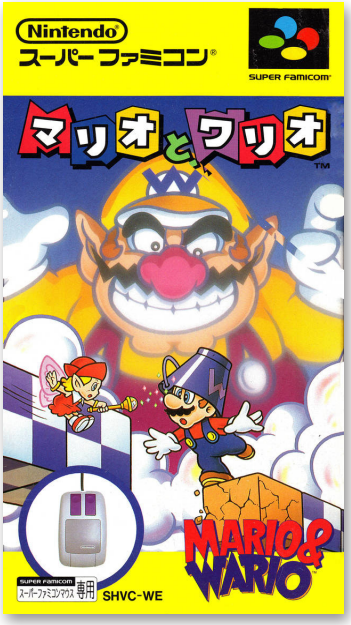
6.6



## Mario & Wario

**Developer** Game Freak
**Publisher** Nintendo
**Release date** (jp) August 27, 1993
**Genre** Puzzle
**Mode** 1 Player

The gameplay of Mario & Wario focuses on guiding Mario, who has various objects placed atop his head by his nemesis Wario, through a series of levels consisting of various obstacles and traps. Because Mario has been rendered sightless and is constantly in danger of walking into hazards, the player controls the fairy Wanda, who can protect Mario by changing the environment around him as he moves towards the levels' end.

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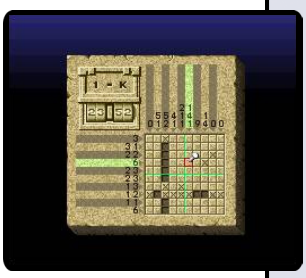

## Mario no Super Picross

**Developer** Ape, Jupiter
**Publisher** Nintendo
**Release date** (jp) September 14, 1995
**Genre** Puzzle
**Mode** 1 Player

Mario's Super Picross is a sequel to Mario's Picross, a GameBoy game released in 1990. Gameplay remains the same as in Mario's Picross, where the player must decipher the picture in each level, progressing to harder and harder puzzles. However, the player may also play "as" Wario, who presents a different challenge due to changes in the gameplay.

## Marmalade Boy

7.7

| | |
|---|---|
| **Developer** | Kuusou Kagaku |
| **Publisher** | Bandai |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Dating sim |
| **Mode** | 1 Player |

Marmalade Boy is a dating sim game that was released only in Japan and based on a popular anime of the same name. Marmalade Boy was originally released on the Game Boy system, and later released on the Super Famicom. In Marmalade Boy the player assumes the role of Miki. As Miki the player must try and win the affections of one of three characters: Yuu, Ginta, and Kei.

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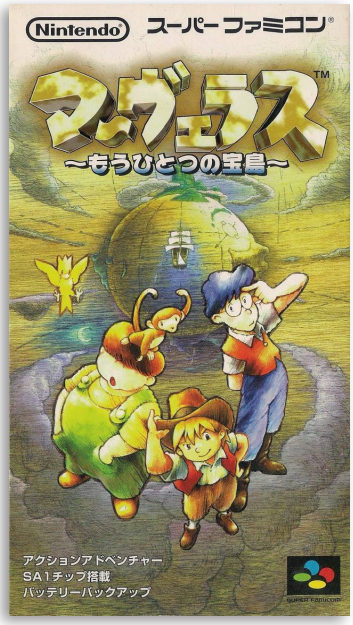


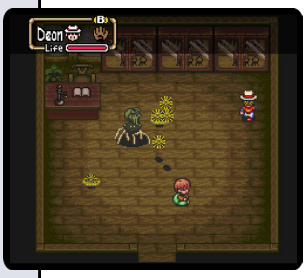

## Marvelous: Mōhitotsu no Takarajima

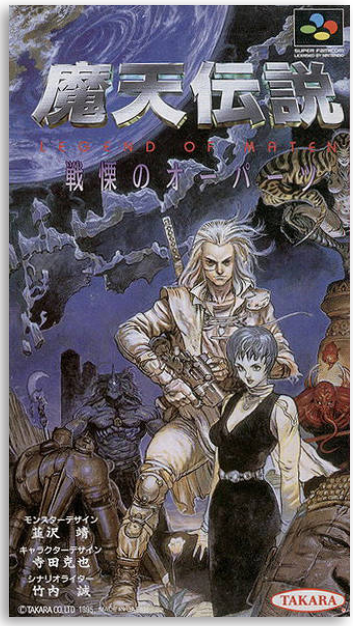
8.3

| | |
|---|---|
| **Developer** | Nintendo R&D2 |
| **Publisher** | Nintendo |
| **Release date** | (jp) October 26, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Marvelous: Mouhitosu no Takarajima has the distinction of being the first video game directed by Eiji Aonuma, who would later go on to become a central figure in the development of the Legend of Zelda series.

A partially complete English patch was released by someone named tashi in 2012 that translates 98 percent of the game's dialogue.




## Maten Densetsu: Senritsu no Ooparts

7.7

| | |
|---|---|
| **Developer** | Thinking Rabbit |
| **Publisher** | Takara |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

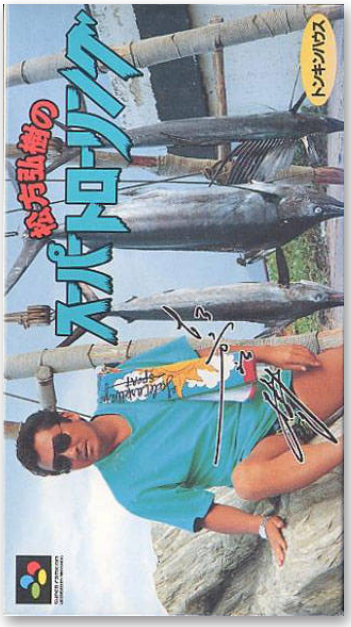
The game takes place in a floating post-apocalyptic Japan. Players must choose between five characters; each one having different strengths and limitations. The game is played from the first-person perspective and the battles are extremely random. The dungeons in the game are claustrophobic and should remind some games of Shin Megami Tensei.

8.0

## Matsukata Hiroki no Super Trawling

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Tonkin House |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The player gets to fish with Hiroki Matsukata in exotic fishing venues like around the world. These places include Mozambique, Cuba and Australia. A typical fish in the game weighs around 340 kilograms or 750 pounds; but the actual weight of the fish depends on the geographic location of the boat in addition to player skill.

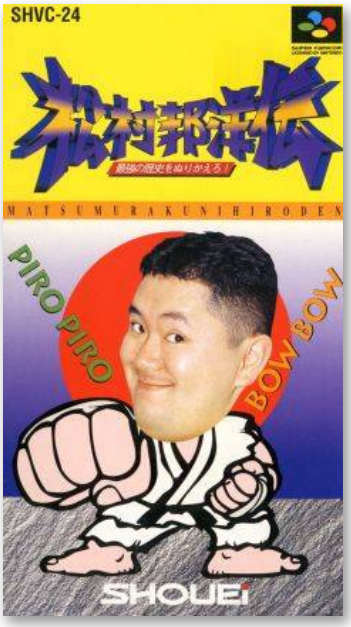



6.8

## Matsumura Kuni Hiroden: Saikyou no Rekishi wo Nurikaero!

| | |
|---|---|
| **Developer** | Office Koukan |
| **Publisher** | Shouei |
| **Release date** | (jp) August 26, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

The main feature of the game is digitized characters. It features Kunihiro Matsumura, famous for his impersonations. He battles as the “karateka” to face off against seven different opponents. With original style and gameplay, the game uses a parody of fighting moves along with various gag moves.




6.0

## Mazinger Z

| | |
|---|---|
| **Developer** | Winky Soft |
| **Publisher** | Bandai |
| **Release date** | (jp) July 25, 1993 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Mazinger Z is an action-platformer based on the anime and manga of the same name. The Mazinger Z comes with a full armory of anti-robot weaponry, from super-powered karate moves to missiles, Breast Fire, and its signature Rocket Punch. Special moves deplete a regenerating energy meter, while Rocket Punches can be performed at any time. However, Mazinger will be unable to punch until its arms return.

## Melfand Stories

7.8

**Developer** Sting
**Publisher** ASCII
**Release date** (jp) March 25, 1994
**Genre** Beat 'em up
**Mode** 1-2 Players

Melfand Stories is a Japan-exclusive Scrolling beat 'em up video game, developed by Sting Entertainment and published by ASCII, which was released in 1994. The game is sort of a rudimentary beat 'em up, with magic and mini-games. It has some similarities with Golden Axe III. During the gameplay, the player can use a combo-magic spell.

## Metal Max 2

7.5

**Developer** Crea-Tech
**Publisher** Data East
**Release date** (jp) March 5, 1993
**Genre** Role-playing
**Mode** 1 Player

Metal Max 2, a vehicle combat RPG, is the second entry in the Metal Max series. Much of the gameplay is similar to its predecessor, Metal Max. The game is open-ended and non-linear, with the player given the freedom to decide where to go and what missions to do in whichever order. The player can choose the character classes, such as a mechanic or soldier, for the player characters.

## Metal Max Returns

8.0

**Developer** Crea-Tech
**Publisher** Data East
**Release date** (jp) September 29, 1995
**Genre** Role-playing
**Mode** 1 Player

Metal Max Returns is a remake of the original Fami-Com game. The storyline and the gameplay basics remained unchanged. The remake features enhanced graphics and sound, background pictures for battles (they were black in the original), slightly different locations (more houses in towns, sometimes different layout of the towns and of the world map), and reduced difficulty levels.

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## Magical Drop 2 - Bunka Housou Special Version

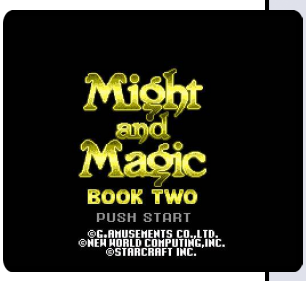
| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Magical Drop 2 Bunka Housou Special Version is a special cartridge where players can choose the JOQR team, a popular radio station in Japan, with guest star Yoshida Terumi. This team is the strongest in the game.

This version is rare and are said to have only around 150 copies.

6.3

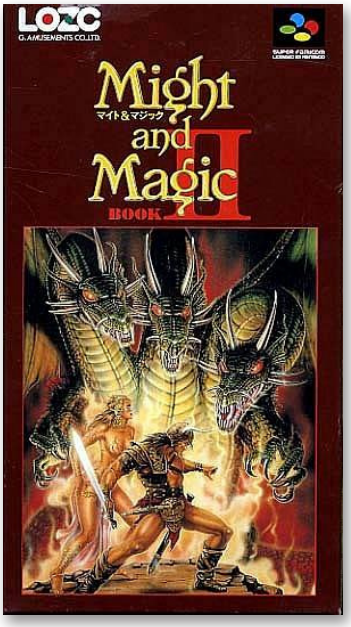
## Might and Magic: Book II



| | |
|---|---|
| **Developer** | Starcraft |
| **Publisher** | LOZC G. Amusements |
| **Release date** | (jp) January 22, 1993 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

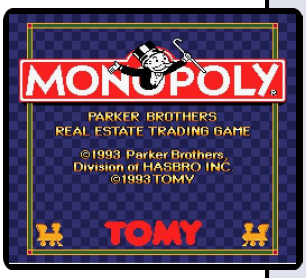
The Super Famicom version is a completely different game then the other ports of the game. It's much more faithful to the original game than the Japanese home computer ports, and adds in manga-style portraits for all of the characters. It's bright and colorful, with a brand new soundtrack, and the type of movement heavily resembles the popular Shin Megami Tensei series.

*"hardcoregaming101.net"*




6.8

## Monopoly



| | |
|---|---|
| **Developer** | Tomy |
| **Publisher** | Tomy |
| **Release date** | (jp) March 5, 1993 |
| **Genre** | Board game |
| **Mode** | 1-5 Players |

Monopoly is an adaptation of the famous board game of the same name. Unlike the 1992 Super Nintendo version of Monopoly, which was released by Sculptured Software in all territories and for various other systems, Tomy developed and published this version in Japan only. It's sometimes referred to as "Monopoly Japan".

*"giantbomb.com"*

## Metal Slader Glory: Director's Cut

7.6

| | |
|---|---|
| **Developer** | HAL Labs |
| **Publisher** | Yoshimiru |
| **Release date** | (jp) November 29, 2000 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

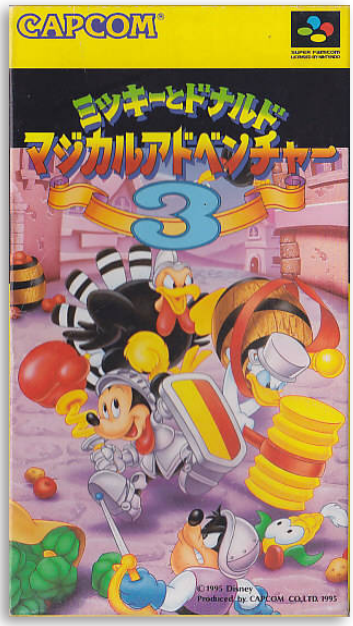
Director's Cut is a remake of the FamiCom game, which was released via the Nintendo Power downloadable service. This game was also the final official Super Famicom release by Nintendo. After that, the Super Famicom was retired as a viable gaming platform. The Super Famicom release features improved graphics and audio over the original FamiCom release.

## Mickey no Tokyo Disneyland Daibōken

7.8

| | |
|---|---|
| **Developer** | GRC |
| **Publisher** | Tomy |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Mickey has taken a trip to Tokyo Disneyland. But when he arrives, he finds out from Minnie that his friends have been kidnapped and the park has been hijacked by none other than Pete. Armed with nothing but a combo water/helium backpack and some balloons, Mickey must trek through the different sections of the park to rescue his friends.




## Mickey to Donald: Magical Adventure 3

7.5

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (jp) December 8, 1995 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

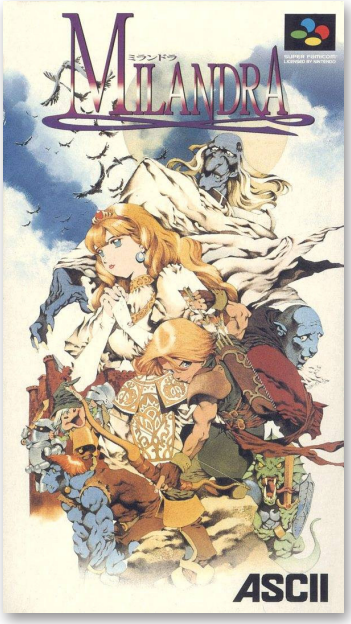
The final game in the Disney's Magical Quest series was released for the Super Famicom only in Japan. In this game, Mickey Mouse & Donald Duck try to save Donald's nephews from Baron Pete. It features four outfits and seven levels. Unlike the two earlier games in the series, an outfit now behaves different depending on if Mickey or Donald wears it.

6.3

## Milandra

| | |
|---|---|
| **Developer** | Tomcat System |
| **Publisher** | ASCII |
| **Release date** | (jp) January 31, 1997 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Milandra is a Role-Playing game, developed by Tomcat System and published by ASCII Entertainment, which was released in Japan in 1997.



## Mini Yonku Let's & Go!!: Power WGP 2

| | |
|---|---|
| **Developer** | Jupiter |
| **Publisher** | Nintendo |
| **Release date** | (jp) December 4, 1998 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Mini Yonku Let's & Go!!: Power WGP 2 is a top-down racing game published by Nintendo in 1998. The game was released both through a normal retail release, and through the Japan-only Nintendo Power distribution service.

## Mini Yonku Shining Scorpion: Let's & Go!!

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | ASCII |
| **Release date** | (jp) December 20, 1996 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Mini-Yonku Shining Scorpion: Let's & Go!! is a Racing game, developed by Kid and published by ASCII Entertainment, which was released in Japan in 1996.

## Miracle Casino Paradise

6.6

| | |
|---|---|
| **Developer** | Carrozzeria |
| **Publisher** | Carrozzeria |
| **Release date** | (jp) January 27, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Miracle Casino Paradise is a gambling game, published by Carrozzeria, which was released in Japan in 1995.

## Miracle Girls

6.4

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Takara |
| **Release date** | (jp) October 22, 1993 |
| **Genre** | Platformer |
| **Mode** | 1-2 Players |

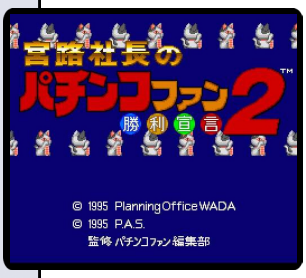
Miracles Girls is a video game adaptation of the manga by Nami Akimoto. The player can choose to play as either Mikage or Tomomi and use candies as weapons to stun enemies and use them as platforms which the gameplay is similar to Capcom's Little Nemo for the NES, and when the player clears a level, the player challenges the area boss to a mini-game.

## Miyaji Shachou no Pachinko Fan: Shouri Sengen 2

7.4

| | |
|---|---|
| **Developer** | Pow |
| **Publisher** | Pow |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Miyaji Shachou no Pachinko Fan: Shouri Sengen 2 is a pachinko game, published by Pow, which was released in Japan in 1995.



7.8

## Mizuki Shigeru no Youkai Hyakkiyakou

**Developer** KSS
**Publisher** KSS
**Release date** (jp) December 20, 1995
**Genre** Board game
**Mode** 1 Player

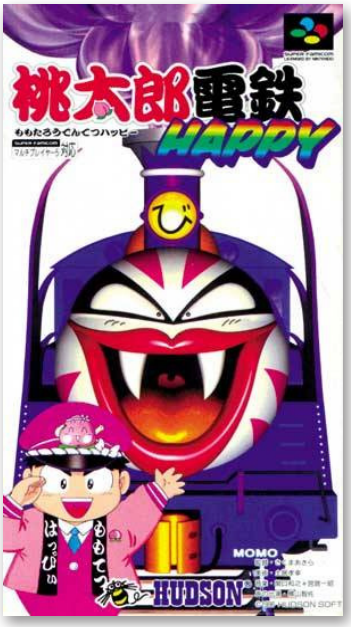
Mizuki Shigeru no Youkai Hyakki Yakou is a board game, published by KSS, which was released in Japan in 1995.

5.0

## Momotarou Dentetsu Happy

**Developer** Make
**Publisher** Hudson Soft
**Release date** (jp) December 6, 1996
**Genre** Board game
**Mode** 1 Player

Momotarou Dentetsu Happy is a board game, developed by Make and published by Hudson, which was released in Japan in 1996.

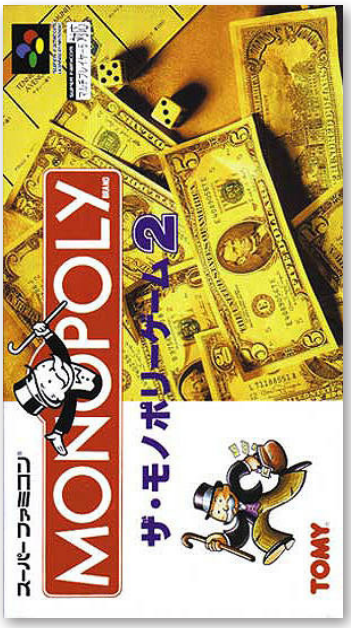



7.5

## Monopoly 2

**Developer** Tomcat System
**Publisher** Tomy
**Release date** (jp) March 31, 1995
**Genre** Board game
**Mode** 1-4 Players

The Monopoly Game 2 is a board game with monopoly rules, developed by Tomcat System and published by Tomy Corporation, which was released in Japan in 1995.

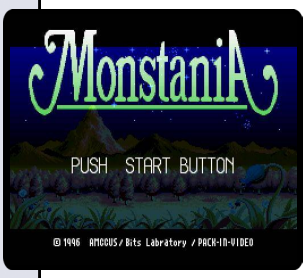


## Monstania

6.6

**Developer** Bits Laboratory
**Publisher** Pack-In-Video
**Release date** (jp) September 27, 1996
**Genre** Role-playing
**Mode** 1 Player

Monstania is a simple tactical RPG. The player can control two characters in battle, switching between them. Every battle is story related and typically ends when either all the monsters are defeated or the characters reach a certain spot on the stage. Some stages require puzzles to be solved and do not have enemies, such as switch pressing or floor cleaning stages.



## Monster Maker III: Hikari no Majutsushi

8.0

**Developer** Sofel
**Publisher** Sofel
**Release date** (jp) December 24, 1993
**Genre** Role-playing
**Mode** 1 Player

Monster Maker III: Hikaru no Majutsushi is a turn-based RPG from Sofel and the third game of theirs based on the Monster Maker CCG. Monster Maker is similar to Magic: The Gathering and has its own persistent fantasy setting. With this third game, Sofel built a standard RPG from the setting and lore from the Monster Maker franchise.

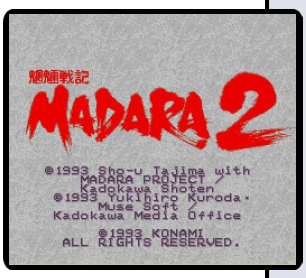
## Monster Maker Kids: Ousama ni Naritai

8.2

**Developer** Sofel
**Publisher** Sofel
**Release date** (jp) November 18, 1994
**Genre** Board game
**Mode** 1 Player

Monster Maker Kids: Ousama ni Naritai is a board game adaptation of the Monster Maker series. The takes a party of chibi heroes through a board, rolling dice and fighting monsters. The player is given a goal when they begin and must make their way towards completing it. There is often another party of adventurers working against the player.

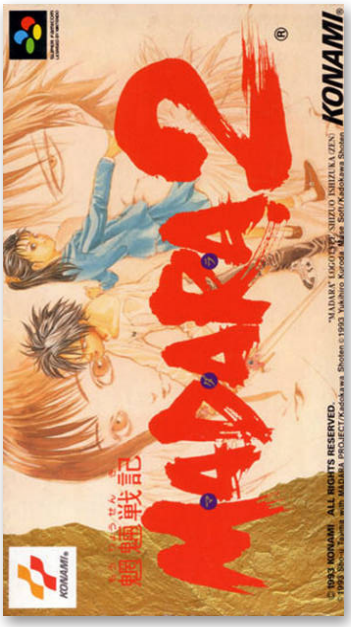
7.4



## Mōryō Senki MADARA 2

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) July 16, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The player controls a teenager named Kamishiro and his girlfriend, Subaru, and they must explore an authentic shrine. While exploring, he is transported into an alternative universe full of creatures from Japanese mythology that he must help Madara (son of Emperor Miroku) defeat. Characters from the manga series that the video game is based on can be met including Madara's brother and his rival Kage-ou.

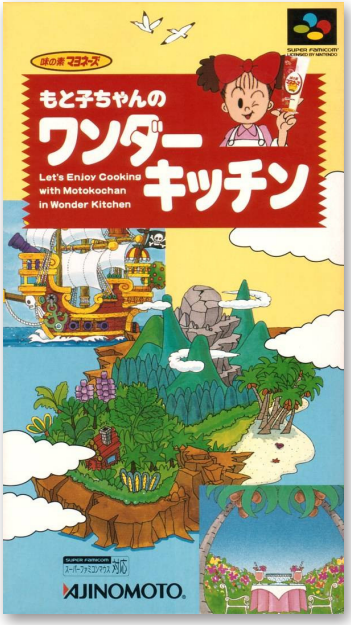



7.5

## Motoko-chan no Wonder Kitchen

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Ajinomoto |
| **Release date** | (jp) September, 1993 |
| **Genre** | Mini-games |
| **Mode** | 1 Player |

Motoko-chan no Wonder Kitchen is a point-and-click game that features minigames related to cooking. The game was a promotional item with a production run of 10,000 units which were used for a lottery contest. Consumers who mailed in two proof of purchase seals from Ajinomoto mayonnaise received a copy of the game and were entered into the contest.

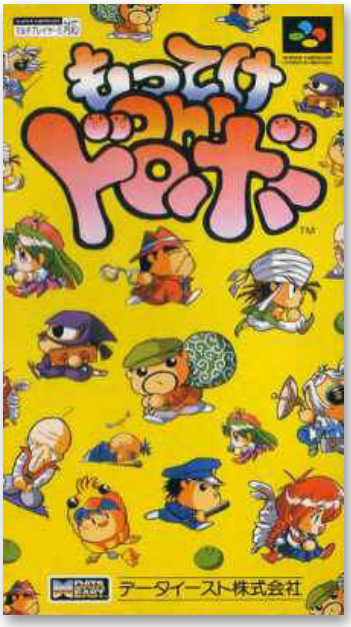



6.5

## Motteke Oh! Dorobou

| | |
|---|---|
| **Developer** | Data East |
| **Publisher** | Data East |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Motteke Oh! Dorobou is a board game, published by Data East, which was released in Japan in 1995.



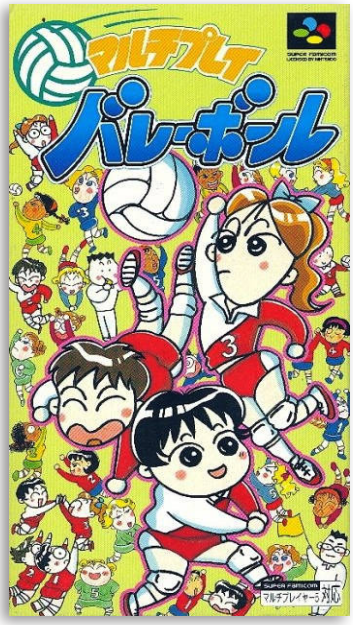
## Mujintou Monogatari

8.0

| | |
|---|---|
| **Developer** | Open Sesame |
| **Publisher** | KSS |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Mujintō Monogatari is a self-described "survival life simulation". A plane crashes into the sea, but the protagonist survives and reaches a seemingly deserted island. The protagonist finds a cabin with a few basic supplies. From that point on, the player has to manage the hero's activities. Water, food and light sources have to be provided.

*"mobygames.com"*



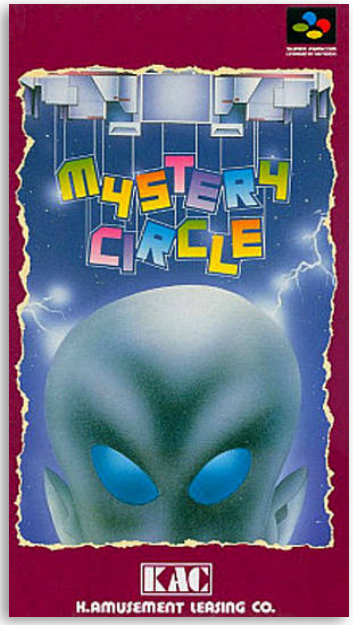

## Multi Play Volleyball

7.6

| | |
|---|---|
| **Developer** | Mebio Software |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Multi Play Volleyball is a Super Famicom video game that was released in 1994 exclusively for the Japanese market.

The player controls a national volleyball squad (i.e., Cuba, USA, Canada, Brazil) as the play controls the entire team using an overhead view. Since indoor volleyball is simulated instead of beach volleyball, all matches take place on hardwood.




## Mystery Circle

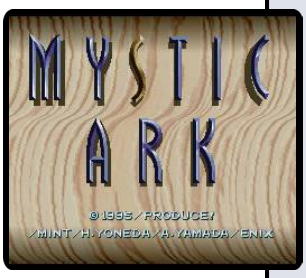
7.6

| | |
|---|---|
| **Developer** | Sammy Studios |
| **Publisher** | K Amusement Leasing |
| **Release date** | (jp) December 4, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Mystery Circle is a Tetris-like video game that takes place in the distant future. Elements of the classic video game Gals Panic can also be found throughout the gameplay.

Instead of using the blocks to clear the playing board, players must use their starship to make an outline of the floating shapes. This causes the shape to magically disappear into thin air.

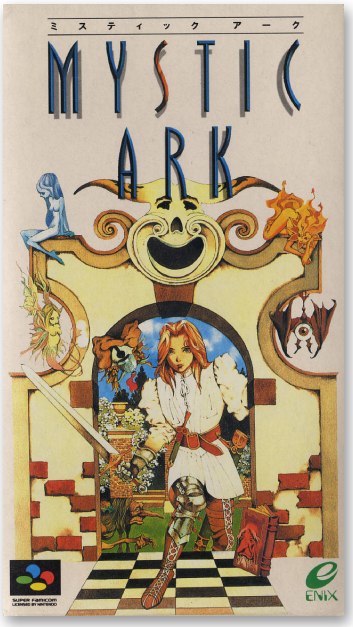
7.7



# Mystic Ark

| | |
|---|---|
| **Developer** | Produce |
| **Publisher** | Enix |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game's plot involves one of two characters that the player can choose, Remeer or Ferris. The character the player chooses awakens in a temple, on an unknown island. As the player explores the temple they discover that in order to make it home they must travel to different worlds that lie within the temple and find the different arks that lie within each world.



## Nage Libre

7.6

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Five nymphs stray off into a different world called "Nage." They constantly fight in order to return to their homeworld.

The fighting techniques all utilize a card battle system that is similar to the anime series Yu-Gi-Oh!, and their incredible offensive and defensive skills develops from the strategies learned from the card games.

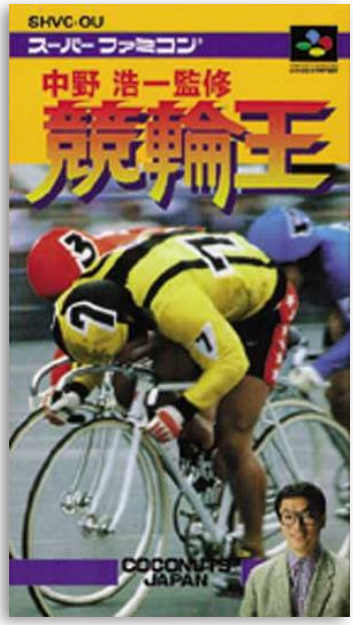
## Nakajima Satoru F-1 Hero '94

7.1

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) September 22, 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Nakajima Satoru F-1 Hero '94 is a Japan-exclusive Formula One arcade racing game licensed (and also supervised) by Satoru Nakajima and by FOCA to Fuji Television. This was the sequel to Super F1 Hero and the last game ever endorsed by Nakajima.

During the racing, the player can choose five type of views.




## Nakano Koichi Kanshuu: Keirin-Ou

8.2

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

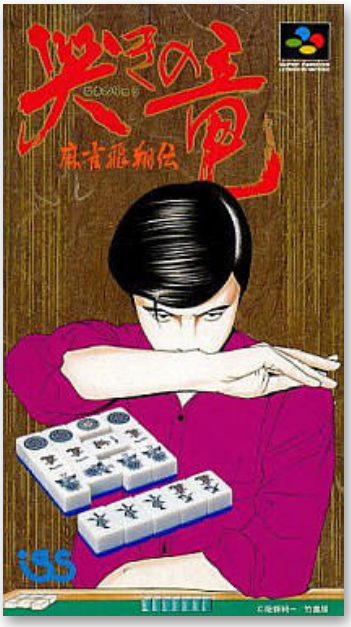
Nakano Kōichi Kanshū: Keirin Ō is a cycling video game that allows the player to control the daily life of a professional cycling athlete. The player must make daily life decisions while training for the next event. The game starts in 1994 with a 20-year-old rider. However, he will advance in years as the player progresses in his career and partakes in events.

9.0

## Naki no Ryuu: Mahjong Hisshouden

| | |
|---|---|
| **Developer** | IGS |
| **Publisher** | IGS |
| **Release date** | (jp) December 25, 1992 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Naki no Ryuu: Mahjong Hisshouden is a mahjong adventure game based on the manga and OVA of the same name. It is the third video game adaptation of the series, and the first of two to be released on the Super Famicom. The player is a mysterious gambler named Ryuu (Dragon) who plays mahjong against various underworld figures.



7.3

## Namco Open

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Namco |
| **Release date** | (jp) January 29, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Namco Open is a Super Famicom game that allows players to compete in a generic golf tournmament titled the Namco Open.

Players must use a swing bar to judge their swing. While the player's name has to be in Japanese, most of the golf-related information is in English. Five different players (male and female) can be chosen to compete in this generic tournament.

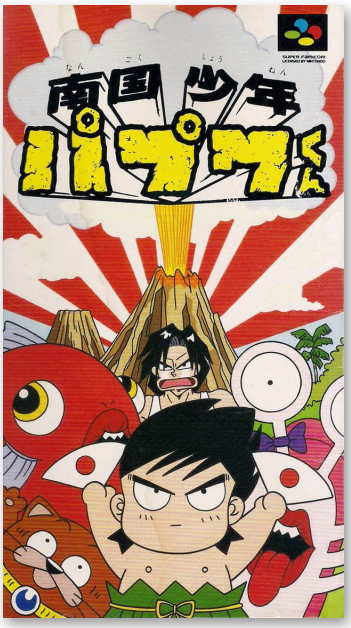
7.7

## Nankoku Shōnen Papuwa-kun

| | |
|---|---|
| **Developer** | Daft |
| **Publisher** | Enix |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Nangoku Shounen Papuwa-kun is a brawler platformer based on the first arc of the Nangoku Shounen Papuwa-kun manga and anime.

The player character, Shintaro, has a quick punch move and a charged-up beam attack, and fights various sub-bosses as he makes his way through levels. He'll occasionally meet characters from the manga as well, including Tanno, the transvestite fish.



## Naruhodo! The World

7.6

| | |
|---|---|
| **Developer** | Tomy |
| **Publisher** | Tomy |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Game show |
| **Mode** | 1-4 Players |

Naruhodo! The World is an adaptation of a game show of the same title broadcast on Fuji TV between 1981-1996. The goal is to pair up into four teams and compete with each other by answering questions about locations all over the world. The teams are sorted by rank after an initial quiz round and the lowest ranking pair is offered questions first, which are then passed up the chain.

*"giantbomb.com"*

## Natsuki Crisis Battle

7.6

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Angel |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Natsuki Crisis Battle is a game released exclusively for the Japanese Super Famicom. The player must choose between eight characters. Fights take place in a Japanese gym, outside the high school, and in other locations. There is a lot of heavy dialogue in the game and the animation is in anime/manga style. In fact, the video game itself is based on the two-episode OVA and manga Natsuki Crisis which was serialized in the magazine Business Jump.

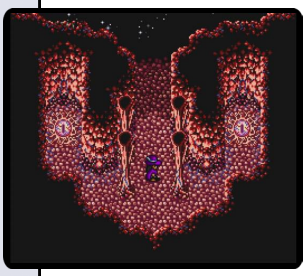
## Nekketsu Tairiku Burning Heroes

7.8

| | |
|---|---|
| **Developer** | J-Force |
| **Publisher** | Enix |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Burning Heroes lets players start as either one of the four characters. Each one starts in a different place and is seemingly absorbed in his/her personal quest, but as the game progresses, the four heroes meet each other. Players should also find and "unlock" four other playable characters as they advance in the game.

*"mobygames.com"*



6.4

## Neugier

| | |
|---|---|
| **Developer** | Wolf Team |
| **Publisher** | Telenet Japan |
| **Release date** | (jp) March 26, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Neugier: Umi to Kaze no Kodō is an action-adventure/action role-playing game for the Super Famicom. Although the game was scheduled for release in the United States, the project was canceled.

Duke, the main character, fights in real-time battles on his quest to save Neugier. He can jump and equip armor in an RPG fashion. There is also an ability to push objects, or enemies, into a wall to break them.

4.5

## New Yatterman: Nandai Kandai Yajirobee

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Yutaka |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

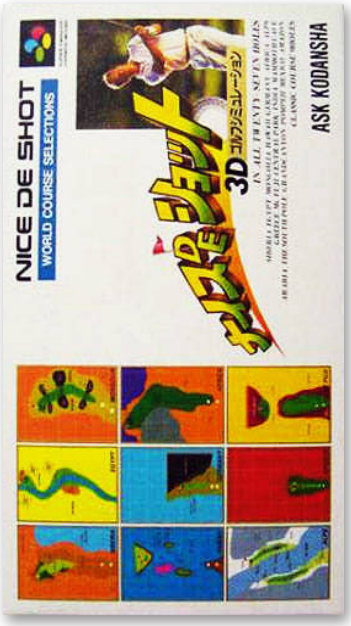
New Yattaman is an Action game, developed by Tom Create and published by Yutaka, which was released in Japan in 1996. The game is based on the Tatsunoko anime franchise Yatterman.

8.6

## Nice de Shot

| | |
|---|---|
| **Developer** | Magical Company |
| **Publisher** | Ask Kodansha |
| **Release date** | (jp) April 29, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Nice de Shot is a rather cartoonish video game that allows players to play in both normal and surreal environments. The golf courses were designed with polygons that tells the difference between high and low undulation. However, the polygons appear to be clumsy at best. Advice is given to the golfer using Japanese characters.



## Nichibutsu Arcade Classics

7.0

| | |
|---|---|
| **Developer** | Syscom |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) May 26, 1995 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

Nichibutsu Arcade Classics is a compilation of three Nichibutsu arcade games; Crazy Climber, Frisky Tom and Moon Cresta. The game was developed by Syscom and published by Nichibutsu, which was released in Japan in 1995.

## Nichibutsu Arcade Classics 2: Heiankyo Alien

7.5

| | |
|---|---|
| **Developer** | Syscom |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Heiankyo Alien was originally developed and released as a PC game in 1979, and was then published by Denki Onkyō Corporation as an arcade game in May 1980. The game has been ported to several other gaming systems since its original release. The game was also ported to the Super Famicom by Nihon Bussan in 1995 as Nichibutsu Arcade Classics 2: Heiankyo Alien.

## Nichibutsu Collection 1

8.4

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) November 29, 1996 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

Nichibutsu Collection 1 is a compilation of Nichibutsu games, published by Nichibutsu, which was released in Japan in 1996.

# ニチブツ名作劇場開演!!

SUPER FAMICOM
LICENSED BY NINTENDO

MOON CRESTA
ムーン クレスタ

Nichibutsu
Arcade Classics

Frisky Tom
フリスキー・トム

CRAZY CLIMBER
クレージー・クライマー

# ニチブツ アーケード クラシックス

スーパーファミコン用ソフト

Nichibutsu
日本物産株式会社

'95年5月発売予定　予定価格 5,980円(税別)

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スーパーファミコン[illegible]

## Nichibutsu Collection 2

9.0

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) December 27, 1996 |
| **Genre** | Compilation |
| **Mode** | 1 Player |

Nichibutsu Collection 2 is a compilation of Nichibutsu games, published by Nichibutsu, which was released in Japan in 1996.

## Nintama Rantarō

9.0

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (jp) July 28, 1995 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Nintama Rantarou is an Action game, published by Culture Brain, which was released in Japan in 1995.

Rantarou, Shinbei and Kirimaru are ninja apprentices in the Ninja Gakuen, where first grade ones are called “Nintamas” (contraction of the words ninja+tama (egg)). They must learn everything a ninja must know, but as for our heroes, money, food or playing are more interesting.

## Nintama Rantarō: Ninjutsu Gakuen Puzzle Taikai no Dan

8.3

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Puzzle Nintama Rantarou, also known as Puzzle Nintama Rantarou: Ninjutsu Gakuen Puzzle no Maki, is a Puzzle game, published by Culture Brain, which was released in Japan in 1996.

9.0

## Nintama Rantarō 2

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) March 29, 1996
**Genre** Action-platformer
**Mode** 1 Player

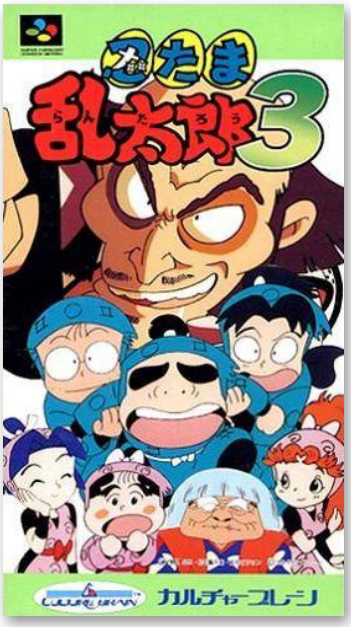
Nintama Rantarou 2 is an Action game, published by Culture Brain, which was released in Japan in 1996.

8.0

## Nintama Rantarō 3

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) February 28, 1997
**Genre** Action-platformer
**Mode** 1 Player

Nintama Rantarou 3 is an Action game, published by Culture Brain, which was released in Japan in 1997.

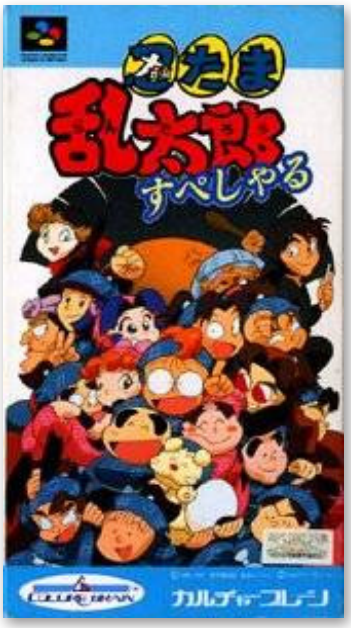



8.0

## Nintama Rantarō Special

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) August 9, 1996
**Genre** Action-platformer
**Mode** 1 Player

Nintama Rantarou Special is an Action game, published by Culture Brain, which was released in Japan in 1996.



## Nishijin Pachinko Monogatari

3.3

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | KSS |
| **Release date** | (jp) June 23, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Nishijin Pachinko Monogatari is the first title of the Nishijin Pachinko franchise. The game was published by KSS, which was released in Japan in 1995.

## Nishijin Pachinko Monogatari 2

3.3

| | |
|---|---|
| **Developer** | Soft Machine |
| **Publisher** | KSS |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Nishijin Pachinko Monogatari 2 is a pachinko game, developed by Soft Machine and published by KSS, which was released in Japan in 1996.

## Nishijin Pachinko Monogatari 3

7.5

| | |
|---|---|
| **Developer** | Soft Machine |
| **Publisher** | KSS |
| **Release date** | (jp) December 20, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Nishijin Pachinko 3 is a pachinko game, developed by Soft Machine and published by KSS, which was released in Japan in 1996.

8.0

## Nobunaga Kouki

| | |
|---|---|
| **Developer** | Yanoman |
| **Publisher** | Yanoman |
| **Release date** | (jp) January 29, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Nobunaga Kouki is a historical turn-based strategy game from RPG developer Yanoman. The player assumes the role of a Sengoku-era daimyo and must wrest control of the rest of Japan from their rivals.

The game was clearly inspired by Koei's Nobunaga's Ambition. The title "Nobunaga Kouki" refers to a famous biography of Oda Nobunaga, the most famous daimyo of the period.

9.5

## Nobunaga no Yabou: Haouden

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) December 9, 1993 |
| **Genre** | Strategy |
| **Mode** | 1-8 Players |

Nobunaga no Yabō: Haōden (lit. Nobunaga's Ambition: Tales of the Conquerors) is the fifth title in the series, first released December 1992 for PC-98.

Up to eight players can participate in one of three different scenarios with the ultimate goal of unifying the whole of Japan.

8.0

## Nobunaga no Yabou: Tenshouki

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Strategy |
| **Mode** | 1-8 Players |

Nobunaga no Yabō: Tenshōki (lit. Nobunaga's Ambition: Chronicles of the Ascension) is the sixth title in the series, first released December 1994 for PC-98 (the last of the series produced for DOS variants). Commands were executed based on units of power.

## Nomark Baku Haitou: Shijou Saikyou no Jakushi Tatsu

8.0

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Angel |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Nomark Baku Haitou: Shijou Saikyou no Jakushi Tatsu is a mahjong game, published by Angel (Bandai), which was released in Japan in 1995.

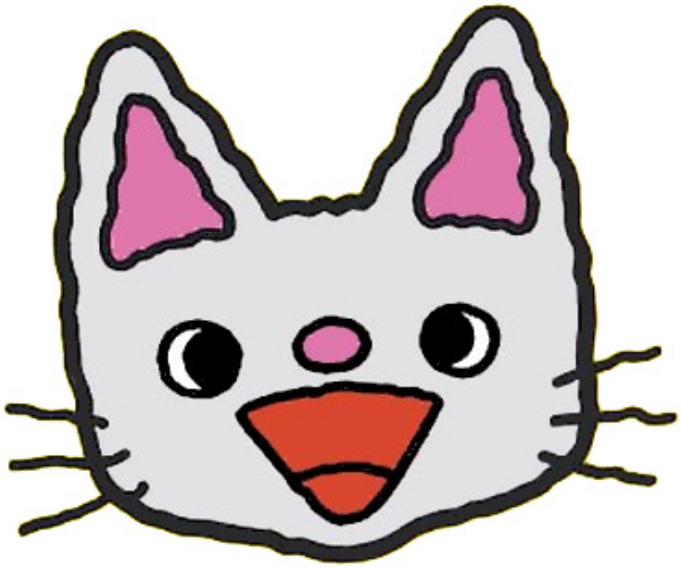
## Nontan to Issho: Kurukuru Puzzle

8.6

| | |
|---|---|
| **Developer** | GameFreak |
| **Publisher** | Victor Interactive Software |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Nontan to Isshi: KuruKuru Puzzle is a puzzle game based on the Nontan books for younger children that follows the eponymous mischievous kitten and his animal friends on their adventures. The game is a twist on the standard block-stacking puzzle game.

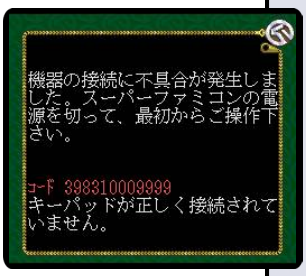
This is one of the few games that Game Freak worked on before they created their breakout hit Pokémon.



7.5

## NTT JRA PAT

**Developer** NTT
**Publisher** NTT
**Release date** (jp) 1996
**Genre** Sports, Gambling
**Mode** 1 Player




This cart was used to bet on horse racing, using a NTT modem. These horse betting carts came in a black shell. There are two versions of JRA PAT, though at this point it is unknown how they differ. Apparently NTT released new versions of the cart every few months. The first version has a serial code of TJAJ, while the second version is TJBJ.

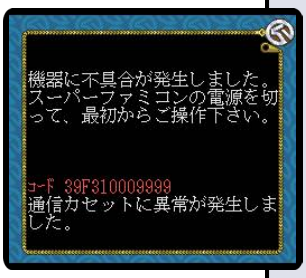
*"snescentral.com"*

w/NTT Modem

8.5

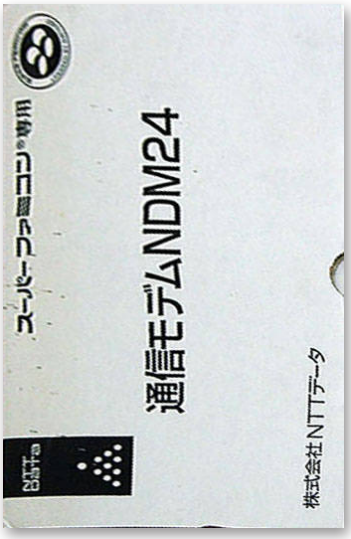
## NTT JRA PAT: Wide Baken Taiyou

**Developer** NTT
**Publisher** NTT
**Release date** (jp) 1999
**Genre** Sports, Gambling
**Mode** 1 Player




This cart was also used to bet on horse racing, using a NTT modem. These horse betting carts came in a black shell. There are two versions of JRA PAT - Wide Taiyouban, though at this point it is unknown how they differ. Apparently NTT released new versions of the cart every few months. The first version has a serial code of TJDJ, while the second version is TJEJ.

*"snescentral.com"*




w/NTT Modem

7.5

## Numbers Paradise

**Developer** ISCO
**Publisher** Acclaim
**Release date** (jp) August 30, 1996
**Genre** Edutainment
**Mode** 1 Player

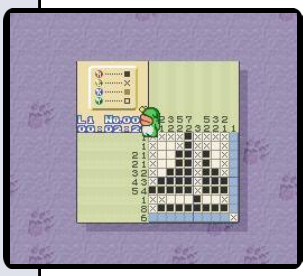
Numbers Paradise is a educational game, developed by ISCO and published by Acclaim Japan, which was released in Japan in 1996.

## Ochan no Oekaki Logic

7.2

| | |
|---|---|
| **Developer** | Game Studio |
| **Publisher** | SunSoft |
| **Release date** | (jp) December 1, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Oh-chan no Oekaki Logic is a picross game, with anime mascots. A picross, or nonogram, is a puzzle on a square or rectangular grid the object of which is to reveal a hidden picture. Along each row and column there is a number or series of numbers which indicate how many squares will be colored in that row or grid. Example; “5 9 4” would mean there would be sets of five, nine, and four colored squares in the grid, in that order, with at least one blank in between.



## Oda Nobunaga: Haou no Gundan

6.8

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Angel |
| **Release date** | (jp) February 26, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Oda Nobunaga: Haou no Gundan is a strategy war game in which the player follows eponymous warrior, general and daimyo Oda Nobunaga through his life in the Warring States era of Japan.

The game plays similarly to Koei’s Nobunaga’s Ambition series, but is far more focused on warfare.

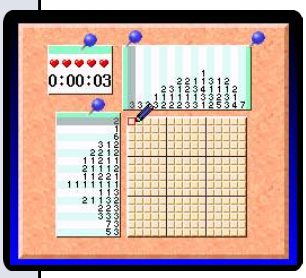
*“giantbomb.com”*

## Oekaki Logic

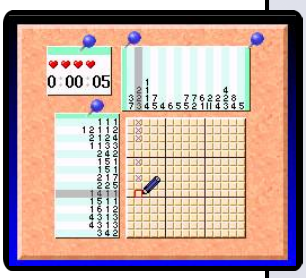
8.0

| | |
|---|---|
| **Developer** | Marigul Management, G-mode |
| **Publisher** | Sekaibunka Publishing |
| **Release date** | (jp) June 1, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Oekaki Logic is a picross game, published by Sekaibunka Publishing, Inc., which was released in Japan in 1999.



9.0



## Oekaki Logic 2

| | |
|---|---|
| **Developer** | Marigul Management |
| **Publisher** | Sekaibunka Publishing |
| **Release date** | (jp) November 1, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Oekaki Logic 2 is another picross game, published by Sekaibunka Publishing, Inc., which was released in Japan in 1999.

8.3

## Okamoto Ayako to Match Play Golf

| | |
|---|---|
| **Developer** | C.P. Brain |
| **Publisher** | Tsukuda Original |
| **Release date** | (jp) December 21, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Okamoto Ayako to Match Play Golf is a 1994 golf simulator exclusive to the Japanese Super Famicom. It features the likeness and is endorsed by professional golfer and LPGA (Ladies Professional Golf Association) champion Ayako Okamoto, and is one of a handful of sports games to be endorsed by a female athlete.

*"giantbomb.com"*

5.2

## Olivia's Mystery

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Altron |
| **Release date** | (jp) February 4, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Olivia's Mystery is a puzzle game published by Altron and developed by an unknown contract developer. It features a story, told with scrolling text, that every so often segues to one of the game's puzzles.

The game's puzzles resemble normal jigsaw puzzles: the player has to take several pieces, often flipping them vertically or horizontally, and place them in their correct locations on a grid.

## Ongaku Tsukūru: Kanadeeru

7.5

| | |
|---|---|
| **Developer** | Success |
| **Publisher** | ASCII |
| **Release date** | (jp) April 12, 1996 |
| **Genre** | Edutainment |
| **Mode** | 1 Player |

Ongaku Tsukuru: Kanadeeru is a edutainment game, developed by Success and published by ASCII Entertainment, which was released in Japan in 1996.

The game, though entirely in Japanese, is what could have been Mario Composer if Mario Paint focused only on creating music.

## Onita Atsushi FMW

4.6

| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Pony Canyon |
| **Release date** | (jp) August 6, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Onita Atsushi FMW is a wrestling game, released to an exclusively Japanese audience with an endorsement by Japanese professional wrestler and former Japanese politician Atsushi Onita.

The game is essentially a professional wrestling-style of video game that was remade into more of a "tournament" fighter.

## Onizuka Katsuya Super Virtual Boxing

7.6

| | |
|---|---|
| **Developer** | Sting |
| **Publisher** | Sofel |
| **Release date** | (jp) November 26, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Onizuka Katsuya Super Virtual Boxing ~Shin Kentou Ou Densetsu~ is a boxing game, developed by Sting Entertainment and published by SOFEL, which was released exclusively in Japan in 1993. It was licensed and endorsed by Katsuya Onizuka, a former WBA Super Flyweight champion.

8.8

## Oozumou Tamashii

**Developer** Sun L
**Publisher** Takara
**Release date** (jp) December 11, 1992
**Genre** Sports
**Mode** 1-2 Players

Oozumou Tamashii ("Sumo Spirit") is a sumo wrestling simulation game. The player creates a wrestler and improves their various stats after training and fights with other CPU sumo wrestlers. The game focuses more on realistic sumo wrestling moves and grapples rather than providing a more casual wrestling game experience.

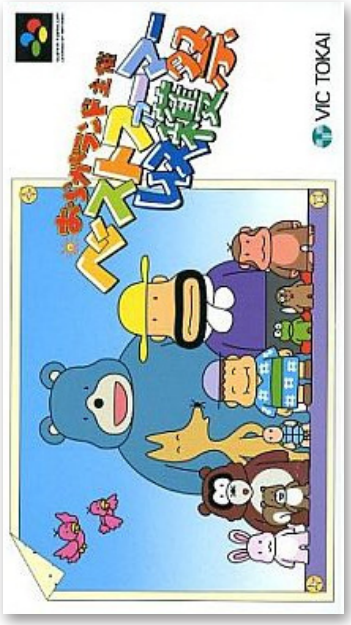
*"giantbomb.com"*

9.5

## Oraga Land Shusai: Best Farmer Shuukaku-Sai

**Developer** Graphic Research
**Publisher** Vic Tokai
**Release date** (jp) March 17, 1995
**Genre** Action
**Mode** 1-2 Players

Oraga Land Shusai: Best Farmer Shuukaku-Sai is an Action game, developed by Graphic Research and published by Vic Tokai, which was released in Japan in 1995.



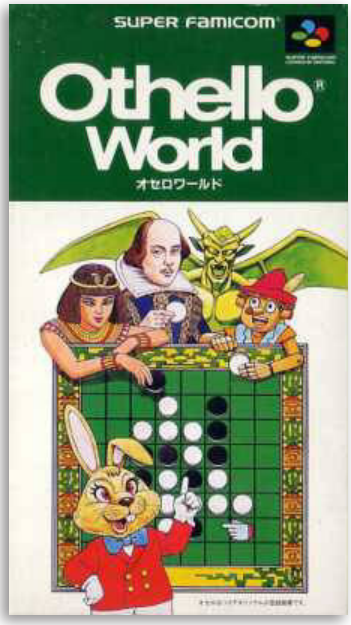

7.4

## Ossu!! Karatebu

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) August 26, 1994
**Genre** Fighting
**Mode** 1-2 Players

Based on the Japanese manga series, Osu!! Karate Bu is a fighting game similar to those being produced at the time in which a single player controlling Yoshiyuki Takagi battles through a series of tough men in order to prove his club's toughness. Each of the game's 12 characters has a life meter that must be reduced to 0, as well as a chi meter.

*"mobygames.com"*




## Othello World

8.6

**Developer** Dice
**Publisher** Tsukuda Original
**Release date** (jp) April 5, 1992
**Genre** Board game
**Mode** 1-2 Players

Othello World is an Othello/Reversi board game simulation from Dice Creative and Tsukuda Original. The single-player has a fairytale literature theme to it as characters as diverse as Lewis Carroll's Cheshire Cat and The White Rabbit, as well as traditional characters like Little Red Riding Hood and the seven Dwarves, challenge the player to Othello duels before they are allowed to proceed onwards.

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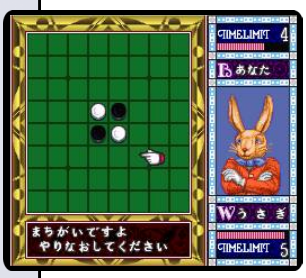

## Otoboke Ninja Colosseum

6.8

**Developer** Mint
**Publisher** Intec
**Release date** (jp) February 25, 1995
**Genre** Action, Puzzle
**Mode** 1-2 Players

Otoboke Ninja Colosseum is a Japan-exclusive action strategic, maze-based video game, developed by Mint and published by Intec, which was released in 1995. People who have played Bomberman will find the game structure to be similar.

On release, Famicom Tsūshin scored the game a 21 out of 40.

## Otogirisou

7.4

**Developer** Chunsoft
**Publisher** Chunsoft
**Release date** (jp) March 7, 1992
**Genre** Adventure
**Mode** 1 Player

Otogirisō (lit. St John's wort) is a sound novel developed and published by Chunsoft. The game tells the story of Kohei and his girlfriend Nami, who is on the midway when their car got accidentally hit by a tree felled by lighting. After that main characters got stuck in a forest in the middle of nowhere. They decide to spend the night in a large deserted western-style mansion nearby.

3.0

## Pachi-Slot Kanzen Kouryaku: Universal Shindai Nyuuka Volume 1

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Syscom |
| **Release date** | (jp) March 7, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Kanzen Kouryaku is a pachinko slot game, published by Syscom, which was released in Japan in 1997.

7.0

## Pachi-Slot Kenkyuu

| | |
|---|---|
| **Developer** | Magical Company |
| **Publisher** | Magical Company |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Kenkyuu ("Pachi-Slot Research") is a 1994 Super Famicom adaptation of pachi-slots, or slot machines, that the player can use to practice for the real thing. The game features six different machines: Zangus, Zangus II, City Boy II, Musashi II, Hanamy and Baikal. The game contains no story mode or any content besides virtual pachi-slot machines.

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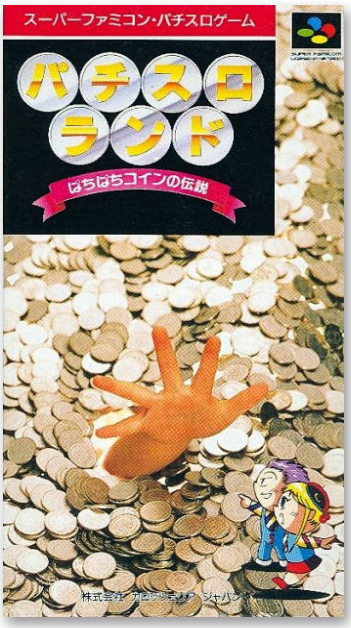
6.3

## Pachi-Slot Land

| | |
|---|---|
| **Developer** | I.S.C. |
| **Publisher** | Carrozzeria |
| **Release date** | (jp) February 25, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Land: Pachi Pachi Coin no Densetsu is a pachi-slot game for the Super Famicom developed by ISC (their final game) and published by Carrozzeria (their first game). The player moves around pachi-slots parlors via a first-person dungeon crawling type of perspective, and each of the pachi-slot machines has a distinctive theme. The player character is attempting to raise money for either a new bike or a video game console (the Super Nintendo).



## Pachi-Slot Love Story

7.3

| | |
|---|---|
| **Developer** | Coconuts Japan |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) November 19, 1993 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Love Story is the first of numerous pachi-slot simulation games from Coconuts Japan for the Super Famicom. Pachi-slot is a portmanteau of pachinko and slots, though for all intents and purposes the game is simply just slots/fruit machines. The player must match up icons to complete a row of three for a payout dependent on the icons being matched, with three "7"s generating the largest payout.

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## Pachi-Slot Monogatari: PAL Kougyou Special

3.4

| | |
|---|---|
| **Developer** | Kaze |
| **Publisher** | KSS |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Monogatari: Paru Kougyou Special is a pachi-slot game, developed by Kaze and published by KSS, which was released in Japan in 1995.

## Pachi-Slot Monogatari: Universal Special

7.0

| | |
|---|---|
| **Developer** | Kaze |
| **Publisher** | KSS |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachi-Slot Monogatari: Universal Special is a pachi-slots game for the Super Famicom, released in 1994. The game features two modes: the player can choose to practice on the six machines featured in the game; or they can play through the story mode, which involves travelling around the city and playing at various pachi-slot parlors to raise money.

## Pachi-Slot Shoubushi

**Developer** Nichibutsu
**Publisher** Nichibutsu
**Release date** (jp) December 23, 1994
**Genre** Gambling
**Mode** 1-4 Players

Pachi-Slot Shoubushi features a number of different pachi-slot machines for the player to peruse, as well as offering two- and four-player mahjong tables as a break of pace. The player selects and names an avatar - male or female - and competes through a series of increasingly more exclusive venues earning as much money as possible.

*"giantbomb.com"*

4.6

## Pachinko Challenger

**Developer** Carrozzeria
**Publisher** Carrozzeria
**Release date** (jp) July 7, 1995
**Genre** Gambling
**Mode** 1 Player

Pachinko Challenger is a pachinko game, published by Carrozzeria, which was released in Japan in 1995.

7.8

## Pachinko Fan: Shouri Sengen

**Developer** "unknown"
**Publisher** Pow
**Release date** (jp) October 15, 1994
**Genre** Gambling
**Mode** 1 Player

Pachinko Fan: Shouri Sengen ("Victory Declaration") is a pachinko game for the Super Famicom. The player visits various pachinko parlors with an initial stack of cash and tries to win a fortune on the machines there. The game squeezes in more of the pachinko machine on the screen, so the player needs to scroll down to twist the dial that determines the strength of the pachinko ball launcher.

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## Pachinko Hi Hisshouhou

5.6

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | Vap |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachinko Maruhi Hisshouhou is a 1994 pachinko game from Jorudan and Vap for the Super Famicom. It features four practice pachinko tables as well as plenty of tips to help the player maximize their pachinko wins. There is a single-player with its own story, but the player can choose to go straight to the tables and practice them. The game also includes a virtual representation of a pachinko tips magazine that the player can peruse.

## Pachinko Monogatari: Pachi-Slot mo Aru deyo!!

3.4

| | |
|---|---|
| **Developer** | Kaze |
| **Publisher** | KSS |
| **Release date** | (jp) May 28, 1993 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachinko Monogatari: Pachi-Slot mo Aru Deyo!! is a pachinko game that has the player travel a tower, taking part in pachinko games on various floors. Other floors contain facilities like a bank (for saving the game) and a live band (for listening to the game's soundtrack).

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## Pachinko Monogatari 2: Nagoya Shachihoko no Teiou

5.8

| | |
|---|---|
| **Developer** | Kaze |
| **Publisher** | KSS |
| **Release date** | (jp) January 27, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Pachinko Monogatari 2 is a pachinko game, developed by Kaze and published by KSS, which was released in Japan in 1995.

6.1

## Pachinko Renchan Tengoku: Super CR Special

**Developer** Jorudan
**Publisher** Vap
**Release date** (jp) May 26, 1995
**Genre** Gambling
**Mode** 1 Player

Pachinko Ren Chan Tengoku is a pachinko game, developed by Jorudan and published by Vap, which was released in Japan in 1995.

3.0

## Pachinko Tetsujin: Shichiban Shoubu

**Developer** Graphic Research
**Publisher** Daikoku
**Release date** (jp) July 7, 1995
**Genre** Gambling
**Mode** 1 Player

Pachinko Tetsujin: Shichiban Shoubu is a pachinko game, developed by Graphic Research and published by Daikoku, which was released in Japan in 1995.

6.7

## Pachinko Wars

**Developer** OeRSTED
**Publisher** Coconuts Japan
**Release date** (jp) July 17, 1992
**Genre** Gambling
**Mode** 1 Player

Pachinko Wars is a pachinko simulator that ties together its ball-bearing gambling gameplay with a plot about a pachinko-playing agent named 008. It was developed by Oersted, which also went on to port several early Mega Man games to the Sony PlayStation. Coconuts Japan published the game, who are known for the thematically similar Pachiokun series.

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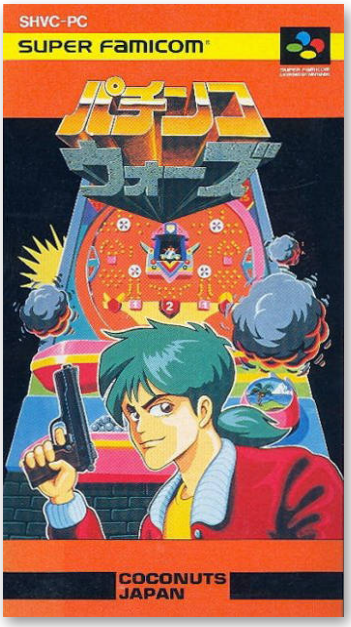
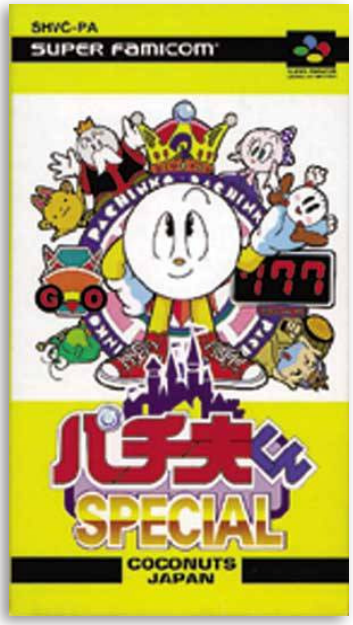


## Pachinko Wars II

8.0

**Developer** OeRSTED
**Publisher** Coconuts Japan
**Release date** (jp) December 17, 1993
**Genre** Gambling
**Mode** 1 Player

Pachinko Wars II is the follow-up to Oersted's 1992 game Pachinko Wars and continues the adventures of the pachinko-playing secret agent "008". As with the first, it was published by Coconuts Japan and features some of their machines. The player can travel from one casino/pachinko parlor to the next, with numerous venues to visit at any time. Like Coconuts' Pachiokun series, it tries to merge an overarching plot with pachinko.

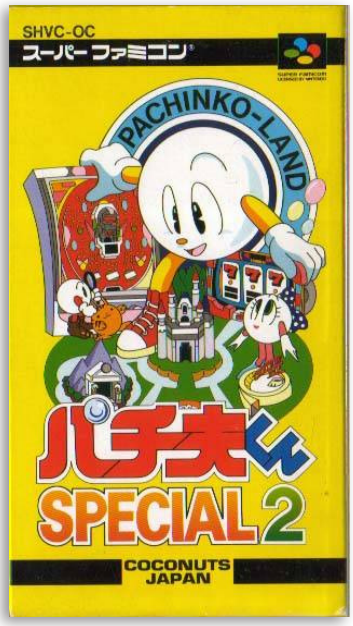



## Pachiokun Special

7.4

**Developer** Marionette
**Publisher** Coconuts Japan
**Release date** (jp) December 11, 1992
**Genre** Gambling
**Mode** 1 Player

Pachiokun Special is the first Super Famicom entry into Coconuts Japan's Pachiokun franchise, starring the eponymous sentient pachinko ball. As with earlier games in the series, there is a single-player adventure mode that acts as a framing device for the game's many pachinko tables. Each pachinko table has its own "personality" regarding the preferable amount of power when firing the pachinko balls and the likely payouts.




## Pachiokun Special 2

7.1

**Developer** Marionette
**Publisher** Coconuts Japan
**Release date** (jp) May 20, 1994
**Genre** Gambling
**Mode** 1 Player

Pachiokun Special 2 is the second Pachiokun game for the Super Famicom; a character created by Coconuts Japan as a mascot for pachinko tables. As with the first game, Pachiokun must run around earning money through numerous pachinko parlors.

The "Special" in the title indicates that the game is on the Super Famicom platform.

8.2

## Pachiokun Special 3

**Developer** Marionette
**Publisher** Coconuts Japan
**Release date** (jp) December 1, 1995
**Genre** Gambling
**Mode** 1 Player

Pachiokun Special 3 is the last in the Pachinkokun series on Super Famicom, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1995.

6.4

## Panic in Nakayoshi World

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) November 18, 1994
**Genre** Action, Puzzle
**Mode** 1-2 Players

Panic in Nakayoshi World is about monsters that are attacking the World of Nakayoshi. The monsters are eating up the citizens. The more they eat, the hungrier they get. Four girls must stop the monsters and defeat Daima to save the World of Nakayoshi. The game is an overhead Adventures of Lolo-style puzzle game featuring characters from various Nakayoshi-printed manga. Sailor Moon and Chibi Moon are playable characters. There are also characters from Goldfish Warning!.

7.5

## Parlor! Mini: Pachinko Jikki Simulation Game

**Developer** Nippon Telenet
**Publisher** Nippon Telenet
**Release date** (jp) April 26, 1996
**Genre** Gambling
**Mode** 1 Player

Parlor! Mini, the first in the big Parlor! Mini series, is a pachinko game, published by Nippon Telenet, which was released in Japan in 1996.

## Parlor! Mini 2: Pachinko Jikki Simulation Game

5.5

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Parlor! Mini 2 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1996.

## Parlor! Mini 3: Pachinko Jikki Simulation Game

8.3

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) September 27, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Parlor! Mini 3 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1996.

## Parlor! Mini 4: Pachinko Jikki Simulation Game

7.5

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) November 29, 1996 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

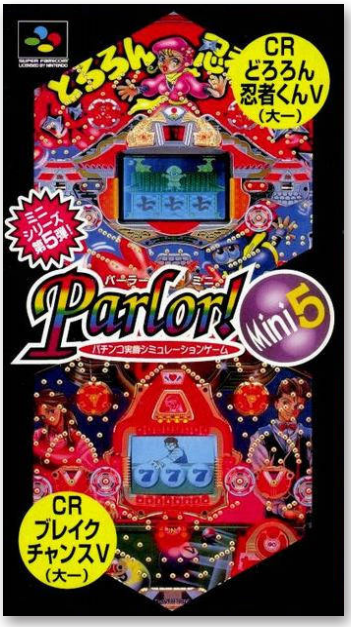
Parlor! Mini 4 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1996.

6.5

## Parlor! Mini 5: Pachinko Jikki Simulation Game

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) March 28, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Parlor! Mini 5 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1997.




3.0

## Parlor! Mini 6: Pachinko Jikki Simulation Game

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) May 30, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

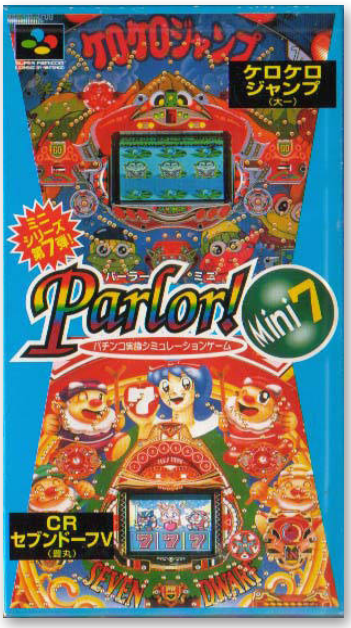
Parlor! Mini 6 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1997.

4.0

## Parlor! Mini 7: Pachinko Jikki Simulation Game

| | |
|---|---|
| **Developer** | Nippon Telenet |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) August 29, 1997 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Parlor! Mini 7 is a pachinko game, published by Nippon Telenet, which was released in Japan in 1997.



## Pebble Beach no Hatou New: Tournament Edition

5.0

| | |
|---|---|
| **Developer** | T&E Soft |
| **Publisher** | T&E Soft |
| **Release date** | (jp) September 13, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

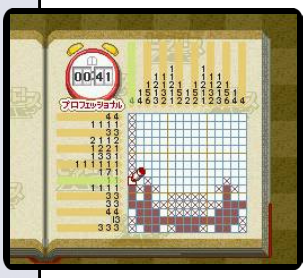
Pebble Beach no Hatou New: Tournament Edition is a golf game, developed and published by T&E Soft, which was released in Japan in 1996.

## Picross NP Vol. 1

9.2

| | |
|---|---|
| **Developer** | Jupiter Multimedia |
| **Publisher** | Nintendo |
| **Release date** | (jp) April 1, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Following the success of Mario no Super Picross on the Super Famicom, Nintendo decided to reuse the basic engine from that game to develop a series of Nintendo Power branded Picross titles for distribution over their Satellaview system in Japan. Each volume of Picross NP has a Character Mode that contains 12 puzzles based on images of characters from a particular Nintendo game or franchise.



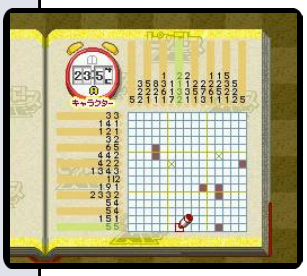
## Picross NP Vol. 2

9.3

| | |
|---|---|
| **Developer** | Jupiter Multimedia |
| **Publisher** | Nintendo |
| **Release date** | (jp) June 1, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Volume 2: Yoshi's Story

Piranha Pest, Cheep Cheep, Poochie, Egg, Jellyfish, Miss Warp, Yoshi, Shy Guy, Sea Anemone, Blaarg, Boo, Baby Bowser



9.3

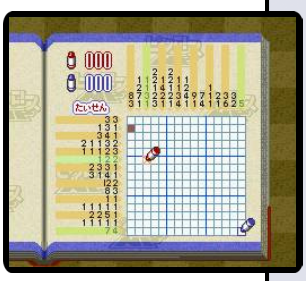
## Picross NP Vol. 3

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) August 1, 1999
**Genre** Puzzle
**Mode** 1 Player

Volume 3: Kirby

Rocky, Mike, Gordo, Waddle Doo, Sir Kibble, Poppy Bros. Jr., Kirby, Chilly, Butterfingers, Mr. Frosty, King Dedede, Meta-Knight

6.0



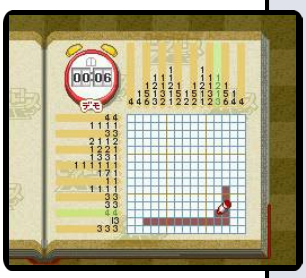
## Picross NP Vol. 4

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) October 1, 1999
**Genre** Puzzle
**Mode** 1 Player

Volume 4: Star Fox 64

Slippy Toad, Pigma Dengar, Fox McCloud, Andrew Oikonny, Wolf O'Donnell, Falco Lombardi, Leon Powalski, Peppy Hare, Landmaster, Arwing, Great Fox, Andross

6.0



## Picross NP Vol. 5

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) December 1, 1999
**Genre** Puzzle
**Mode** 1 Player

Volume 5: Ocarina of Time

Navi, Fairy Ocarina, Keaton Mask, Fairy Slingshot, Gaebora Kaepora, Princess Zelda, Link, Princess Ruto, Epona, Darunia, Deku Scrub, Ganondorf

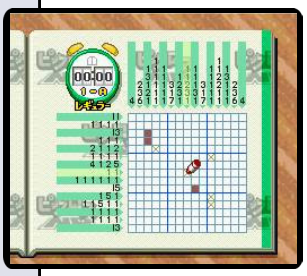
## Picross NP Vol. 6

6.0

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) February 1, 2000
**Genre** Puzzle
**Mode** 1 Player

Volume 6: Super Mario 64

Goomba, Grinder, Toad, Lakitu, Princess Peach, Bully, Koopa Troopa, Mario, Mother & Baby Penguin, Whomp, Wiggler, Bowser



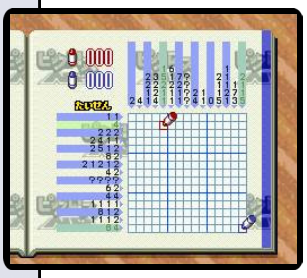
## Picross NP Vol. 7

7.0

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) April 1, 2000
**Genre** Puzzle
**Mode** 1 Player

Volume 7: Wario Land 2

Stove, Pirate Goom, D-Batto, Punch, Tsuriuo, Inamazu, Chef, Hikitsune, Captain Syrup, Wario, Chuuta, Biggu Kamukamu,



## Picross NP Vol. 8

7.0

**Developer** Jupiter Multimedia
**Publisher** Nintendo
**Release date** (jp) June 1, 2000
**Genre** Puzzle
**Mode** 1 Player

Volume 8: Donkey Kong Country

DK Barrel, Squawks the Parrot, Banana, Winky the Frog, Funky Kong, Cranky Kong, Diddy Kong, Candy Kong, Expresso the Ostrich, Engarde the Swordfish, Donkey Kong, Rambi the Rhino

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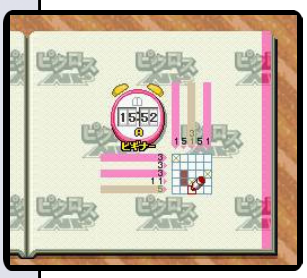
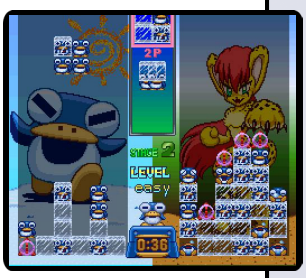


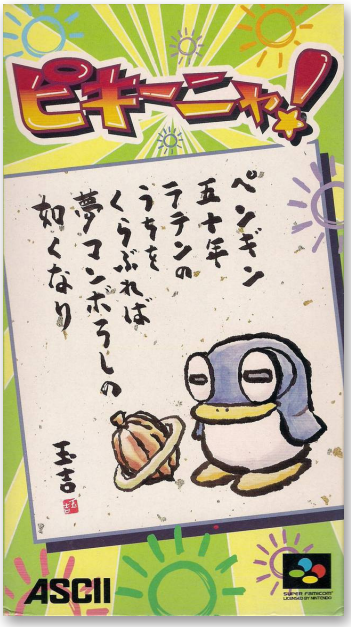
7.2




## Pikiinya!

**Developer** Crea-Tech
**Publisher** ASCII
**Release date** (jp) January 31, 1997
**Genre** Puzzle
**Mode** 1-2 Players

Pikiinya! takes the Tetris-esque formula of blocks falling from the sky, and adds gyrating tropical-type penguins. They excite easily, and sleep when they are alone and/or bored. These penguins just want to live in peace, and throughout the story mode in the game they must constantly fight against people that want to capture them including poachers, witch doctors, and mad scientists.




7.9

## Pipe Dream

**Developer** Tose
**Publisher** Bullet Proof Software
**Release date** (jp) August 7, 1992
**Genre** Puzzle
**Mode** 1-2 Players

Pipe Mania is a puzzle game originally developed in 1989 by The Assembly Line for the Amiga. It was ported to several other platforms by Lucasfilm Games, who gave it the name Pipe Dream and acted as general distributors for the US. In this game, the player must connect randomly appearing pieces of pipe on a grid to a given length within a limited time.

7.4

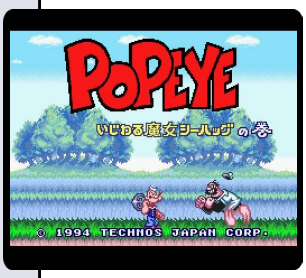
## Poko-Nyan! Henpokorin Adventure

**Developer** Toho
**Publisher** Toho
**Release date** (jp) December 22, 1994
**Genre** Platformer
**Mode** 1 Player

Pokonyan! Henpokorin Adventure is a platformer game for the Super Famicom that was published by the Japanese TV and movie company Toho. It is based on the long-running anime TV show Pokonyan! which depicted on the adventures of a cat/tanuki hybrid who was able to change his shape with his mysterious “Henpokorin” power.

## Popeye: Ijiwaru Majo Sea Hag no Maki

7.0



| | |
|---|---|
| **Developer** | Technos |
| **Publisher** | Technos |
| **Release date** | (jp) August 12, 1994 |
| **Genre** | Platformer, Adventure |
| **Mode** | 1-2 Players |

Popeye: Ijiwaru Majo Seahag no Maki is a video game based on the popular Popeye franchise, specifically in the comic strips originally created by E.C. Segar.

As Popeye, players will have to fight their way through different villains such as Bolo, Ox, Emok, General Bunzo and his troops, Bernard the Buzzard, the boss for most levels Brutus, and the main boss Seahag.

## Popful Mail

7.6

| | |
|---|---|
| **Developer** | Falcom |
| **Publisher** | Falcom |
| **Release date** | (jp) June 10, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

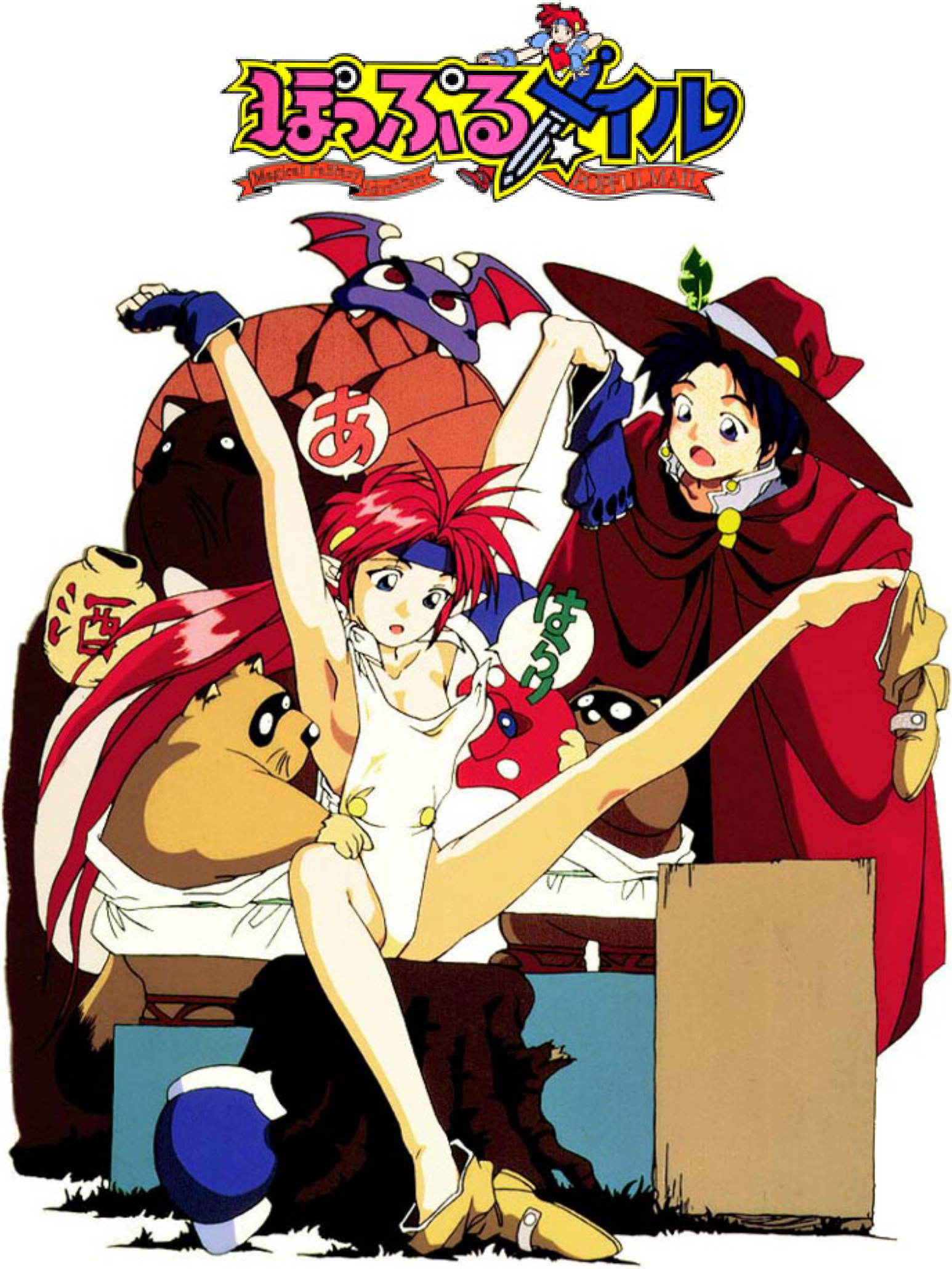
Popful Mail is a 2D platform game with some RPG elements. At the start of the game, the only playable character is Mail; however, as the game progresses, Tatt and Gaw will be available, and the player may switch between them at any time through the use of the "character" option in the menu. Each character has different attacks and armours, as well as differences in walking speed and jump.

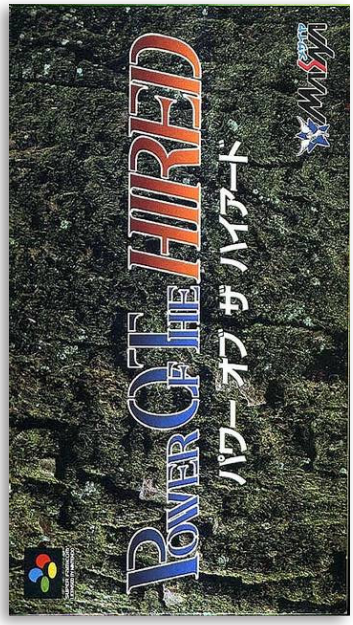
## Power Lode Runner

6.5

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Nintendo |
| **Release date** | (jp) January 1, 1999 |
| **Genre** | Action, Puzzle |
| **Mode** | 1 Player |

Power Lode Runner is a Japan-only release in the Lode Runner series. It was released through Nintendo Power, late in the console's life.


ぽっぷるメイル
Magical Fairy Romance
POPLUMAIL
あ
はら




## Power of the Hired

7.4

| | |
|---|---|
| **Developer** | NCS |
| **Publisher** | NCS |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Strategy, Role-playing |
| **Mode** | 1 Player |

The game features four player-named heroes that the player must use to fight off overwhelming waves of enemies. The primary character of the group is able to summon creatures to defend herself and the other party members, and through these creatures the player is able to tactically conquer each of the game's scenarios. Depending on the creatures summoned, the player characters' magic can change their elemental composition.

## Power Soukoban

7.4

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Nintendo |
| **Release date** | (jp) June 25, 1999 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Power Soukoban is a Puzzle game, developed by Atelier Double and published by Nintendo, which was released in Japan in 1999.

## Princess Maker: Legend of Another World

7.4

| | |
|---|---|
| **Developer** | Gainax |
| **Publisher** | Takara |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Princess Maker: Legend of Another World is one of many in the popular Princess Maker franchise. The player gets to "create" a princess, by choosing her schedule, feeding her, etc.

7.4

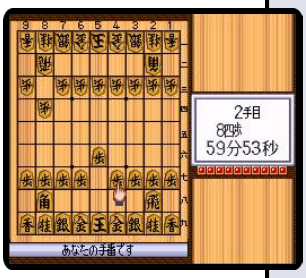
## Princess Minerva

**Developer** Atelier Double
**Publisher** Vic Tokai
**Release date** (jp) June 23, 1995
**Genre** Role-playing
**Mode** 1 Player

Princess Minerva is a role-playing game first released for the NEC PC-9801 in 1994. The extended franchise also includes a manga series, an illustrated serial novel, and other media.

In the game, the evil sorceress Dynastar challenges Princess Minerva, threatening to kidnap all the girls in the world and turn them into monsters. Minerva leaves with her personal bodyguards to defeat Dynastar.

7.6



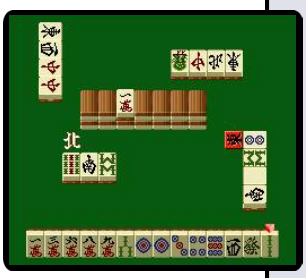

## Pro Kishi Jinsei Simulation: Shōgi no Hanamichi

**Developer** Access
**Publisher** Atlus
**Release date** (jp) February 16, 1996
**Genre** Board game
**Mode** 1-2 Players

Pro Kishi Jinsei Simulation: Shōgi no Hanamichi is a shogi video game, developed by Access and published by Atlus, which was released exclusively in Japan in 1996.

This was the last ever game released for the Super Famicom by Atlus.

7.8



## Pro Mahjong Kiwame

**Developer** Athena
**Publisher** Athena
**Release date** (jp) June 11, 1993
**Genre** Board game
**Mode** 1-4 Players

Pro Mahjong Kiwame is a mahjong game from Athena and the first of their Pro Mahjong Kiwame series.

The game is touted as a serious mahjong game, requiring a certain level of skill from its players. Unlike many early video game mahjong games, the game allows for the full four participant experience rather than the truncated one-on-one set-up.

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## Pro Mahjong Kiwame II

7.7

**Developer** Athena
**Publisher** Athena
**Release date** (jp) July 22, 1994
**Genre** Board game
**Mode** 1 Player

Pro Mahjong Kiwame II is the second of three Pro Mahjong Kiwame games for the Super Famicom. It features multiple modes for playing mahjong against CPU opponents. It is better suited for advanced players, and also includes professional tips presented in the form of a mahjong trivia quiz. The game also uses digitized photos of professional mahjong players.

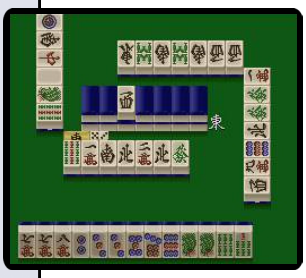
*"giantbomb.com"*

## Pro Mahjong Kiwame III

7.0

**Developer** Athena
**Publisher** Athena
**Release date** (jp) June 30, 1995
**Genre** Board game
**Mode** 1 Player

Pro Mahjong Kiwame III is another mahjong game, published by Athena, which was released in Japan in 1995.

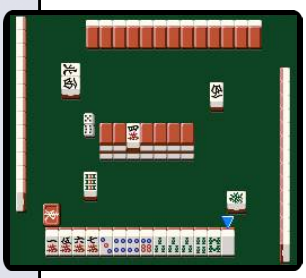


## Pro Mahjong Tsuwamono

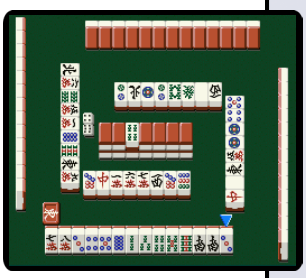
7.3

**Developer** "unknown"
**Publisher** Culture Brain
**Release date** (jp) April 18, 1997
**Genre** Board game
**Mode** 1 Player

Pro Mahjong Tsuwamono is a mahjong game, published by Culture Brain, which was released in Japan in 1997.



7.3



## Pro Mahjong Tsuwamono: Renka Han

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Culture Brain |
| **Release date** | (jp) Marcg 28, 1998 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Pro Mahjong Tsuwamono: Renka Han is a update of Pro Mahjong Tsuwamono, published by Culture Brain, which was released in Japan in 1997.

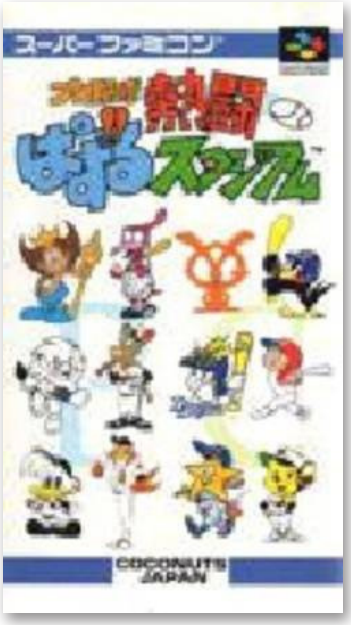
7.1

## Pro Yakyuu Nettou: Puzzle Stadium

| | |
|---|---|
| **Developer** | Coconuts Japan |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) April 25, 1997 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

The game is a mixture between Puyo Puyo (or any other falling block puzzle video game) and baseball, featuring the 1997 Nippon Professional Baseball teams and mascots from Central League and Pacific League.

The player drop a pair of two blocks (helmet if he is hitter or glove if he is pitcher) which can be moved left and right and rotated into his playing field.



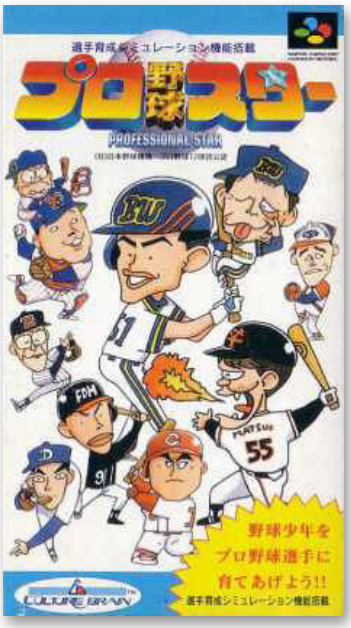

7.1

## Pro Yakyuu Star

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (jp) January 17, 1997 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Pro Yakyū Star is a 1997 Japan-exclusive baseball video game for the Super Famicom.

In this game there is a mode where the player can create its own character and grow as a baseball player; similar to the modern career modes of most EA Sports video games.



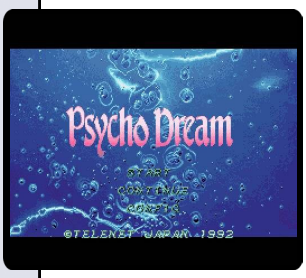
## Psycho Dream

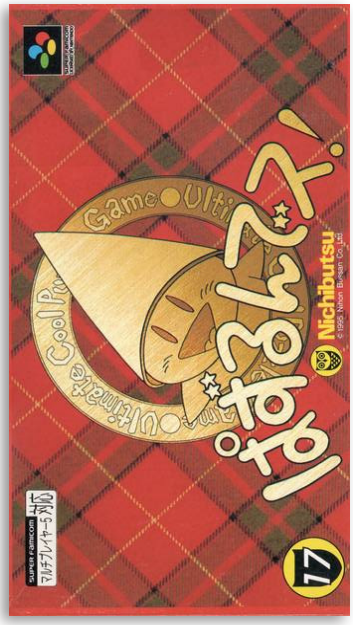
6.5

| | |
|---|---|
| **Developer** | Riot |
| **Publisher** | Riot |
| **Release date** | (jp) December 11, 1992 |
| **Genre** | Action |
| **Mode** | 1 Player |

Psycho Dream is a 1992 video game for the Super Famicom. An attempt to release it in North America as Dream Probe failed; so it remained exclusively in the Japanese market.

Unlike the Valis series of video games, the story behind Psycho Dream is watered-down and gameplay is the most important element to the overall experience.



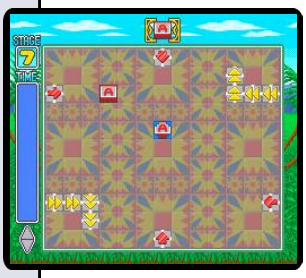


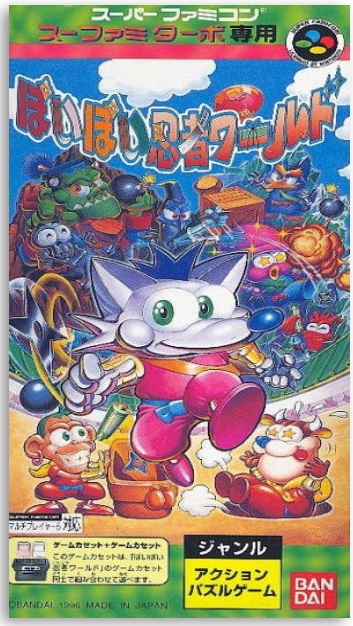

## Puzzle'n Desu!

9.6

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) April 14, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Puzzle'N Desu! is a Puzzle game, developed and published by Nichibutsu, which was released in Japan in 1995.






## Poi Poi Ninja World

4.0

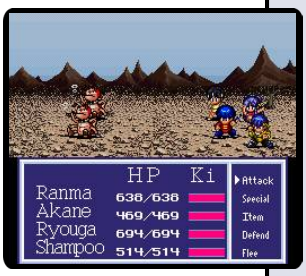
| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-2 Players |

Poi Poi Ninja World is a Bomberman-like multiplayer game in which players try to do in their opponents by tossing bombs, rocks, and other objects.

Poi Poi Ninja World could be linked with other Poi Poi Ninja World carts inserted into the second slot of the Sufami Turbo, allowing the exchange of various save data.

*"giantbomb.com"*

7.3




## Ranma ½: Akaneko-dan teki Hihou

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Toho |
| **Release date** | (jp) October 22, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Ranma 1/2: Akanekodan-teki Hihou is a turn-based RPG based on the Ranma 1/2 franchise. The player, as Ranma, must locate the titular gang in order to recover his father Genma, who spends most of the game in his panda form.

*"giantbomb.com"*

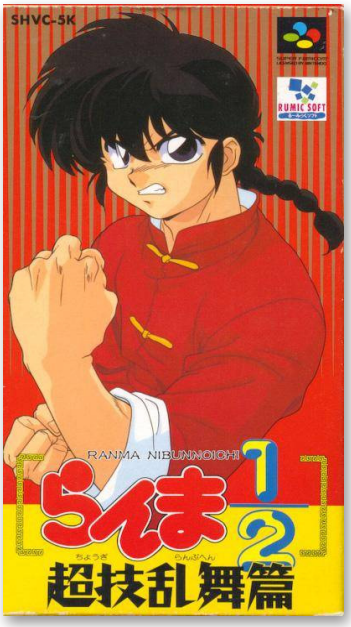
7.4

## Ranma ½: Chougi Rambuhen

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Shogakukan |
| **Release date** | (jp) April 28, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Ranma 1/2: Chougi Ranbu Hen is a 2D fighter game for the Super Famicom and the fourth of five SFC games to be based on the Ranma 1/2 license, about a martial artist who is cursed to switch genders.

The story involves a magical wish-granting Maneki-Neko that is separated into a dozen pieces across the world. Twelve determined fighters from Ranma's immediate circle race off to find and unite them.

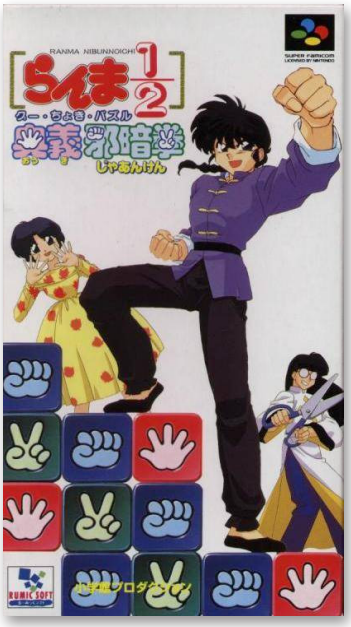



7.6

## Ranma ½: Ougi Jaanken

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Shogakukan |
| **Release date** | (jp) July 21, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Ranma 1/2 Ougi Jaanken is a puzzle game similar to Tetris, except played rock, paper, scissors style. Players drop rock hands on top of scissor hands to destroy the scissor hands, and scissors to destroy paper, etc.



## Rapurasu no Ma

7.3

| | |
|---|---|
| **Developer** | Hummingbird Soft |
| **Publisher** | Vic Tokai |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Laplace no Ma is a Japanese video game first released in 1987 for the NEC PC-8801. The game is a mixture of the role-playing and survival horror genres and set in the vicinity of Boston, Massachusetts, in a town called "Newcam"; it is modeled on fictional city Arkham created by H. P. Lovecraft.

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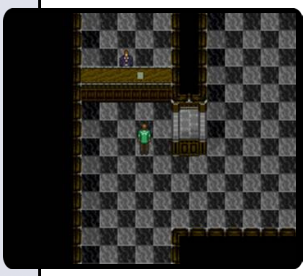
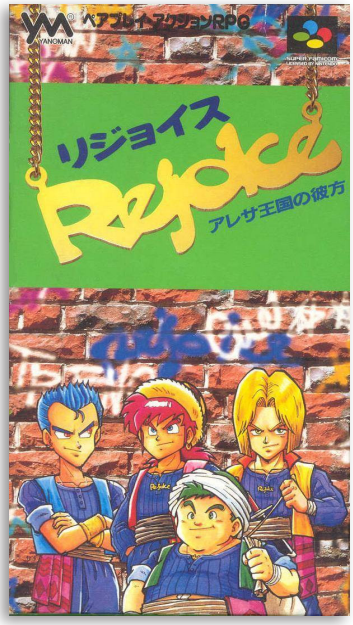


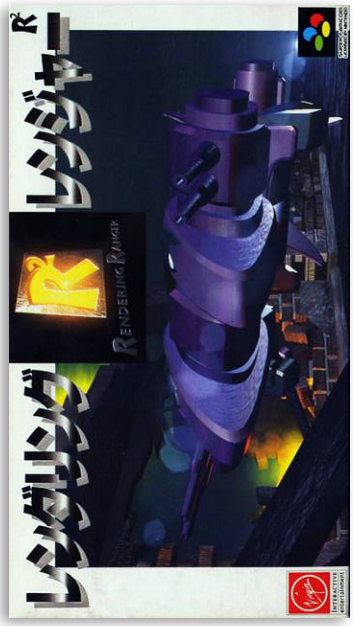



## Rejoice: Aretha Ōkoku no Kanata

8.6

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Yanoman |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game is a role-playing game about four thieves who live in a village together with some serious and some comedic content. They rob people and explore ancient ruins in search for treasure. The Demon King Howard kidnapped one of the thieves, Trezno, for his own nefarious plans and the rest of the thieves must stop his evolving plan.



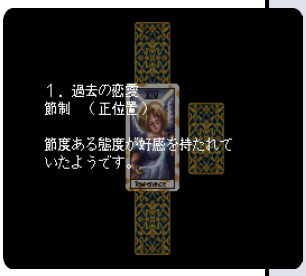

## Rendering Ranger: R2

7.9

| | |
|---|---|
| **Developer** | Rainbow Arts |
| **Publisher** | Virgin Interactive |
| **Release date** | (jp) November 17, 1995 |
| **Genre** | Action |
| **Mode** | 1 Player |

The game was developed by Manfred Trenz, creator of the Turrican series. This game was only released in Japan, but almost everything is in English. According to an interview with Trenz, he stated that the game was originally named as Targa and it featured hand drawn graphics, and later it was changed to pre-rendered graphics following the success of Donkey Kong Country, hence the name change; however, a Targa prototype was located with the original graphics.

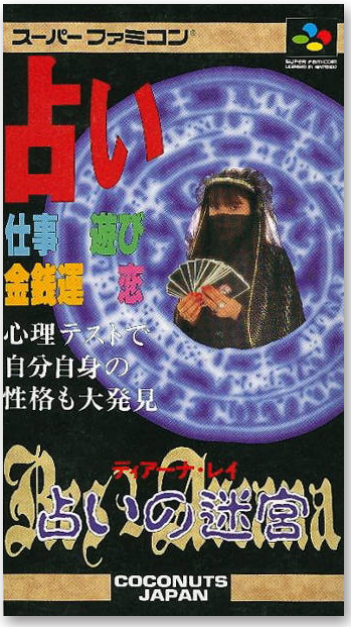
7.0




## Res Arcana: Diana Ray: Uranai no Meikyuu

| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) April 14, 1995 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Res Arcana is a fortunetelling game, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1995.




8.0

## Ring ni Kakero

| | |
|---|---|
| **Developer** | Earthly Soft |
| **Publisher** | Masaya |
| **Release date** | (jp) June 1, 1998 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Ring ni Kakero was scheduled to sell as a Super Famicom video game in 1995. Because of the fewer-than-expected orders and the market of the Super Famicom getting smaller, it was sold instead as part of the Japanese Nintendo Power download game service.

Being the only game based on the Japanese manga of the same title, it covers from “The Champion Carnival” to “The World Championship” in the original.

8.0

## Rockman & Forte

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (jp) April 24, 1998 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Mega Man & Bass is a spin-off title in the original Mega Man series. The game debuted on the aging 16-bit Super Famicom despite the series having already transitioned to the PlayStation and Sega Saturn with Mega Man 8. Artist and designer Keiji Inafune claimed Mega Man & Bass was created with regard to younger players who did not yet own one of the more advanced gaming systems.

## Rokudenashi Blues: Taiketsu! Tokyo Shitennou

7.5

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bandai |
| **Release date** | (jp) April 15, 1994 |
| **Genre** | Role-playing, Beat 'em up |
| **Mode** | 1 Player |

Rokudenashi Blues is a RPG brawler based on the manga of the same name. The player character, Taison Maeda, is a delinquent student who is training to be a professional boxer. He has a reputation as a powerful fighter among delinquent gangs as a result, though despite being violent he has a code of honor and .

*"giantbomb.com"*

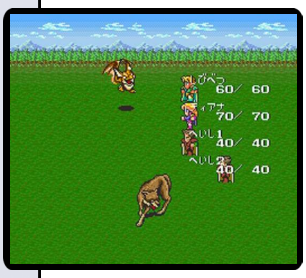
## Romancing SaGa

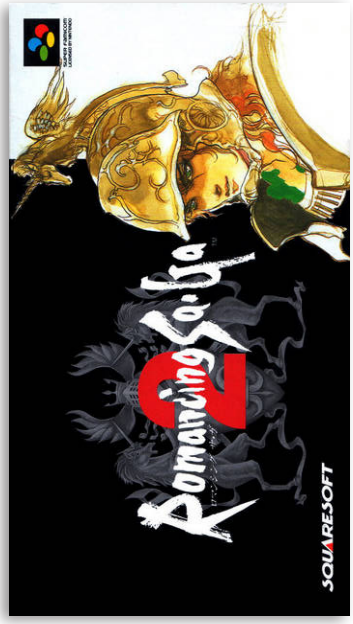
7.5

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) January 28, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Romancing SaGa is a role-playing video game originally developed and published by Square as the fourth game of their SaGa series. The game was designed by Akitoshi Kawazu who had served as head developer for the previous SaGa titles, with fellow series veteran Kenji Ito providing the game's soundtrack.

The game was voted by readers of Famitsu magazine as the 53rd greatest game of all time in a 2006 poll.






## Romancing SaGa 2

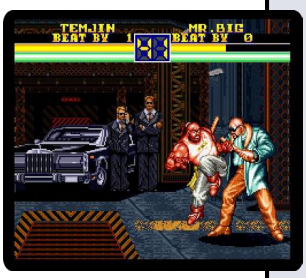
7.8

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) December 10, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The Emperor or Empress of Avalon begins the game as King Leon and later plays as his various heirs down through the game years. Leon hands his kingdom over to his son, Gellard. At the end of Gellard's reign, the player is able to choose his or her own successor and pass on Gellard's abilities to them. At the end of each generation, he or she will be given a choice of four heirs.

6.6

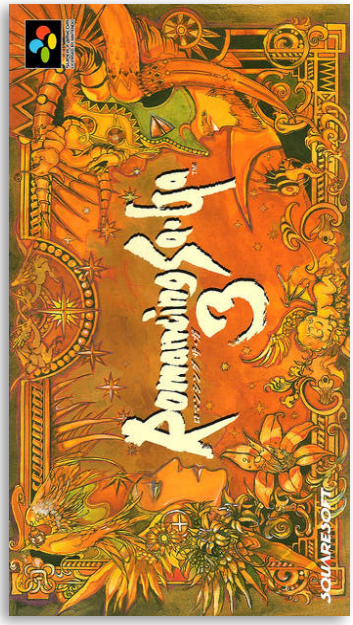
# Ryuuko no Ken 2




| | |
|---|---|
| **Developer** | Monolith |
| **Publisher** | Saurus |
| **Release date** | (jp) December 21, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Art of Fighting 2 (known in Japan as Ryuuko no Ken 2) is a fighting game originally developed and published by SNK for the Neo Geo. It is a direct sequel to the original Art of Fighting, with only minor changes in gameplay.

This is the Japan-only port for the Super Nintendo. Like prior 16-bit ports of Neo Geo games, it had to be heavily down-scaled.




## Romancing SaGa 3

8.1

**Developer** Square
**Publisher** Square
**Release date** (jp) November 11, 1995
**Genre** Role-playing
**Mode** 1 Player

In Romancing SaGa 3, players can play through the story controlling any one of the eight main characters - Julian, Monica, Mikhael, Harid, Katarina, Thomas, Elena, and Sarah. The story is common for all eight characters, and they often join together and share the same piece of a story. The gameplay is similar to other console RPGs of the era, but with several notable differences.

*"mobygames.com"*

## RPG Tsukūru: Super Dante

6.8

**Developer** Kuusou Kagaku
**Publisher** ASCII
**Release date** (jp) March 31, 1995
**Genre** Role-playing, Edutainment
**Mode** 1 Player

RPG Tsukuru: Super Dante is part of the RPG Maker series. The games is a series of programs for the development of role-playing games.

This was the first console RPG Maker, debuted in 1995 for the Super Famicom, as a port of RPG Tsukūru Dante 98. RPG Tsukūru Super Dante was later broadcast via the Super Famicom's Satellaview subunit.

## RPG Tsukūru 2

5.8

**Developer** Kuusou Kagaku
**Publisher** ASCII
**Release date** (jp) January 31, 1996
**Genre** Role-playing, Edutainment
**Mode** 1 Player

RPG Tsukuru 2 is another entry in the RPG Maker series, developed by Kuusou Kagaku and published by ASCII Entertainment, which was released in Japan in 1996.

8.2

## Rudra no Hihou

**Developer** Square
**Publisher** Square
**Release date** (jp) April 5, 1996
**Genre** Role-playing
**Mode** 1 Player

Treasure of the Rudras is a role-playing game. While gameplay in many aspects follows the traditional Square RPG model similar to the better known Final Fantasy series, it also had an innovative magic system, where spells are freely constructed according to words written out by the player.

The story is divided into three major scenarios, each with a different main character.

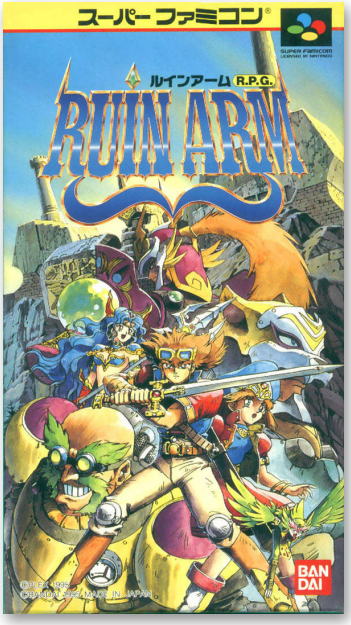
7.0

## Ruin Arm

**Developer** Plex
**Publisher** Bandai
**Release date** (jp) June 23, 1995
**Genre** Action role-playing
**Mode** 1-2 Players

Ruin Arm is a futuristic role-playing game starring the titular Arm. In the game, Arm is sent to investigate a mysterious attack on his kingdom.

The game was developed by TOSE and published by Bandai, which was released in Japan in 1995.




7.2

## Ryuukihei Dan Danzarubu

**Developer** Pandora Box
**Publisher** Yutaka
**Release date** (jp) April 23, 1993
**Genre** Role-playing
**Mode** 1 Player

Ryuuki Heidan Danzarb is mission-based, and each mission has different directives. This also means that the player will be expected to perform different activities to successfully conclude the mission. The game's turn-based combat is depicted similarly to Phantasy Star and Dragon Quest: large enemy icons with the player's party's stats displayed underneath.

*"giantbomb.com"*

## Saibara Rieko no Mahjong Hourouki

6.5

**Developer** Natsume
**Publisher** Taito
**Release date** (jp) February 10, 1995
**Genre** Board game
**Mode** 1 Player

Saibara Rieko no Mahjong Hourouki is a mahjong game, developed by Natsume and published by Taito Corporation, which was released in Japan in 1995.

## Saikousoku Shikou Shougi Mahjong

8.7

**Developer** “unkown”
**Publisher** Varie
**Release date** (jp) March 31, 1995
**Genre** Board game
**Mode** 1 Player

Saikousoku Shikou Shogi Mahjong is a shougi game, published by Varie, which was released in Japan in 1995.

## Saikyou: Takada Nobuhiko

7.0

**Developer** Dual Corporation
**Publisher** Hudson Soft
**Release date** (jp) December 27, 1995
**Genre** Sports
**Mode** 1-2 Players

Saikyō: Takada Nobuhiko is a Japan-exclusive wrestling video game licensed by UWF International and endorsed by Nobuhiko Takada. It was published by Hudson Soft in 1995, for the Super Famicom. It was similar to the Funaki Masakatsu: Hybrid Wrestler released in 1994.

7.0

## Sakurai Shouichi no Jankiryuu: Mahjong Hisshouhou

| | |
|---|---|
| **Developer** | J-Force |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) September 14, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Sakurai Shouichi no Jankiryuu Mahjong Hisshouhou is a mahjong game, developed by J-Force and published by Sammy Studios, which was released in Japan in 1995.

5.5

## SameGame

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 1, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Same Game is a Hudson's Same Game, including recognizable characters from their other games. The game was released in Japan in 1996.

SameGame is played on a rectangular field, filled with blocks placed at random. By selecting a group of adjoining blocks of the same color, a player may remove them from the screen. The goal of the game is to remove as many blocks from the playing field as possible.

## SameGame + Tengai Makyou Zero Jikei

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Same Game + Tengai Makyou Zero Jikei is the SameGame entry to the Tengai Makyou series.

?

## Sangokushi Eiketsuden

6.9

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Koei |
| **Release date** | (jp) December 28, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

San Goku Shi: Eiketsuden is a Strategy game, published by Koei, which was released in Japan in 1995.

## Sangokushi Seishi: Tenbu Spirits

6.6

| | |
|---|---|
| **Developer** | Wolf Team |
| **Publisher** | Wolf Team |
| **Release date** | (jp) June 25, 1993 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Sangokushi Seishi: Tenbu Spirits is a strategy simulation game set during the Three Kingdoms era of Ancient China, based specifically on the novel Romance of the Three Kingdoms. The player assumes the role of a warlord and conquers territory from rival kingdoms. Unlike most games of its type, the campaigns play out in real-time and requires that players remain vigilant.

## Sankyo Fever! Fever!

7.5

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Nippon Telenet |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

First title of the Sankyo Fever series of video games. SANKYO, Co., Ltd. is a Japanese manufacturer of pachinko machines.

Three Honke Sankyo Fever Jikki Simulation titles were released for the Super Famicom. Other Sankyo Fever titles were released for the PlayStation, Sega Saturn, and WonderSwan.

*"giantbomb.com"*

5.2

## Sanrio Shanghai

**Developer** SAS Sakata
**Publisher** Character Soft
**Release date** (jp) August 31, 1994
**Genre** Puzzle
**Mode** 1-2 Players

Sanrio Shanghai is a mahjong solitaire licensed game that uses the world of Sanrio characters, such as Hello Kitty, KeroKeroKeroppi and others, for the various tiles that the player must remove. The game features a few modes: a single-player, and two competitive two-player modes. One of these multiplayer modes involves alternating turns, while the other has each player solve as much of the grid as possible within a time limit before switching over.

7.1

## Sanrio World Smash Ball!

**Developer** Tomcat System
**Publisher** Character Soft
**Release date** (jp) July 16, 1993
**Genre** Sports
**Mode** 1-2 Players

Sanrio World Smash Ball! is an action/sports game. It features several playable Sanrio characters – Keroppi, Tabo, Pokopon and Hangyodon, along with the non-playable Hello Kitty. The game is a variation of Pong and air hockey - players hit a moving disc back and forth in an attempt to make it cross the opponent's goal line. The game was only released in Japan, but English, German and French fan translations exist.

8.0

## Sansara Naga 2

**Developer** Marvelous Interactive, Production I.G
**Publisher** Victor Interactive Software
**Release date** (jp) July 15, 1994
**Genre** Role-playing
**Mode** 1 Player

Sansara Naga 2 is the sequel to the 1990 Famicom RPG Sansara Naga. The player is the scion of a dragon-raising clan and must chase after a villainous member of their tribe who has stolen a precious artifact important to the training of dragons. Along the way, the player can raise their own dragons, which help the hero (or heroine) in combat.

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## SD F-1 Grand Prix

7.6

| | |
|---|---|
| **Developer** | Video System |
| **Publisher** | Video System |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

The player control cartoon animals (with the dog resembling Mika Häkkinen, the bird representing Damon Hill, and the wolf portraying Michael Schumacher) in cutesy race tracks inspired by real life Formula One race tracks in a parallel universe.

There is a Crash Race mode which is similar to the race tracks on Super Mario Kart.

## SD Gundam G Next

7.4

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Bandai |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

SD Gundam G Next is a strategy game based on Mobile Suit Gundam's Universal Century universe, though some machines from G Gundam and Gundam Wing are featured.

It received an updated revision named "SD Gundam G Next: Unit & Map Collection."

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## SD Gundam Gaiden: Knight Gundam Monogatari: Ooinaru Isan

7.8

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Angel |
| **Release date** | (jp) December 21, 1991 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

SD Gundam Gaiden: Knight Gundam Monogatari: Ooinaru Isan is an RPG based on the SD Gundam franchise, which itself a part of the much larger Gundam franchise. The game is a traditional JRPG, with stats and equipment and leveling-up. The turn-based combat is reminiscent of Dragon Quest.

6.3

## SD Gundam Gaiden 2: Entaku no Kishi

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Yutaka |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

SD Gundam Gaiden 2: Entaku no Kishi is a RPG based on the SD Gundam sub-franchise. It is the sequel to the Super Famicom game SD Gundam Gaiden: Knight Gundam Monogatari: Ooinaru Isan, which is itself a sequel to the Famicom game SD Gundam Gaiden: Knight Gundam Monogatari.

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7.0

## SD Gundam GX

| | |
|---|---|
| **Developer** | Bec |
| **Publisher** | Bandai |
| **Release date** | (jp) May 27, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

SD Gundam GX is a hex-based turn-based strategy game featuring super deformed Gundam from the franchise of the same name. Like its predecessor, it is a strategy game featuring various mobile suits from the Gundam franchise.

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7.3

## SD Gundam Power Formation Puzzle

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

SD Gundam Power Formation Puzzle is a Tetris-like puzzle game, except that the main goal is to AVOID destroying blocks. The game was developed by Tom Create and published by Bandai, which was released in Japan in 1996.

## SD Gundam X

7.7

**Developer** Bec
**Publisher** Yutaka
**Release date** (jp) September 18, 1992
**Genre** Strategy
**Mode** 1 Player

Super Gachapon World: SD Gundam X is a strategy game that features super deformed Mobile Suit Gundam characters fighting each other in turn-based skirmishes. Gachapon refers to capsule machines: "Gachapon" is the Japanese onomatopoeia of a crank turning and a toy capsule dropping. The game is so named because new units are acquired by turning the crank on enormous capsule machines.

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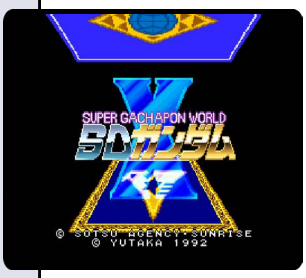
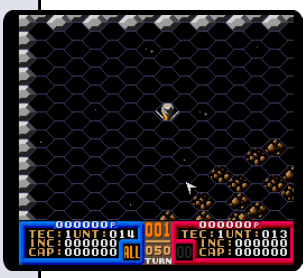


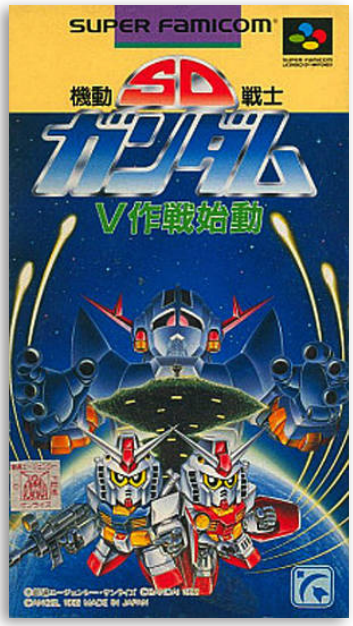
## SD Hiryuu no Ken

7.2

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) June 17, 1994
**Genre** Fighting
**Mode** 1 Player

SD Hiryu no Ken is a 1994 fighting game for the Super Famicom that features 15 different characters, including the hero of the Hiryu no Ken/Flying Dragon series Ryuhi. As the name implies, the characters have super-deformed proportions.

The game was also released to the GameBoy as SD Hiryu no Ken Gaiden, and that port would receive a sequel in SD Hiryu no Ken Gaiden 2.




## SD Kidou Senshi Gundam: V Sakusen Shidou

5.4

**Developer** Tose
**Publisher** Angel
**Release date** (jp) September 12, 1992
**Genre** Beat 'em up
**Mode** 1-2 Players

SD Kidou Senshi Gundam: V Sakusen Shidou is a 2D side-scrolling shooter/brawler featuring characters from the Gundam universe. Specifically, it draws from the Super Deformed Gundam continuity in which all the Gundam mech suits are sentient robotic creatures.

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6.4

## SD Kidou Senshi Gundam 2

**Developer** Tose
**Publisher** Angel
**Release date** (jp) September 23, 1993
**Genre** Shooter
**Mode** 1-2 Players

SD Kidou Senshi Gundam 2 is a shoot 'em up game featuring characters from the Gundam universe in a super deformed format. It is the sequel to the Super Famicom game SD Kidou Senshi Gundam: V Sakusen Shidou. The player can select between three SD Gundam characters to play as, including the previous game's Knight Gundam.

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7.7

## SD The Great Battle

**Developer** Banpresto
**Publisher** Banpresto
**Release date** (jp) December 29, 1990
**Genre** Shooter
**Mode** 1 Player

SD The Great Battle is a top-down platformer/shooter that features characters from the Ultraman, Kamen Rider and Mobile Suit Gundam universes. It is the first in what would be known as the Compati Hero Series.

The game was the first Super Famicom title to be released in Japan that would never be officially localized for the international market, presumably due to the limited exposure in the west of its featured franchises.

5.9

## Seifuku Densetsu: Pretty Fighter

**Developer** Genki
**Publisher** Imagineer
**Release date** (jp) December 2, 1994
**Genre** Fighting
**Mode** 1-2 Players

Seifuku Densetsu Pretty Fighter is a 1994 fighting game. Similar to Metal & Lace: Battle of the Robo Babes, the Variable Geo and Asuka 120% franchises, the game features an all-female roster with eight fan service-friendly girls.

An enhanced version was also released for the Sega Saturn.

## Seijuu Maden: Beasts & Blades

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Seijuu Maden Beasts & Blades is a Strategy game, published by Bullet Proof Software, which was released in Japan in 1995.

## Seiken Densetsu 3

8.7

| | |
|---|---|
| **Developer** | Square |
| **Publisher** | Square |
| **Release date** | (jp) September 30, 1995 |
| **Genre** | Action role-playing |
| **Mode** | 1-2 Players |

Seiken Densetsu 3 is the third game in the Mana series. Set in a fantasy world, the game follows three heroes as they attempt to claim the legendary Mana Sword and prevent the Mana Beasts from being unleashed and destroying the world. The game features three lengthy main plotlines and six different possible main characters, each with their own storylines, and allows two players to play simultaneously.

## Sengoku Denshou

7.0

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Data East |
| **Release date** | (jp) September 19, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

A 2D side-scrolling beat 'em up, Sengoku casts players and a friend as two renegade fighters out to beat the crap out of the many assorted gangs that threaten the post-apocalyptic cities of the future. Unfortunately for them they also get caught in a time-warping scheme caused by the evil Nobunaga who attempts to invade the time period with mythical warriors and evil creatures from the Japanese sengoku period.

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8.0

## Sengoku no Hasha

| | |
|---|---|
| **Developer** | Bits Laboratory |
| **Publisher** | Banpresto |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Sengoku no Hasha is a Strategy game, developed by Bits Laboratory and published by Banpresto, which was released in Japan in 1995.

6.5

## Sgt. Saunders' Combat!

| | |
|---|---|
| **Developer** | Play Avenue, Chickenhead |
| **Publisher** | ASCII |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Sgt. Saunders' Combat! is a Strategy game, developed by Play Avenue and published by ASCII Entertainment, which was released in Japan in 1995.

The game was based on the American TV series "Combat!".

7.3

## Shanghai: Banri no Choujou

| | |
|---|---|
| **Developer** | Kuusou Kagaku |
| **Publisher** | SunSoft |
| **Release date** | (jp) November 17, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Shanghai: Banri no Choujou is a Mahjong-tile Puzzle game, developed by Kuusou Kagaku and published by SunSoft, which was released in Japan in 1995.

## Shanghai III

5.2

| | |
|---|---|
| **Developer** | Kuusou Kagaku |
| **Publisher** | SunSoft |
| **Release date** | (jp) September 15, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shanghai III is a Mahjong Solitaire tile game puzzle originally released in the Arcade in 1993. The goal is to remove accessible tiles (those that have one of its sides free) from the grid in pairs, and to remove them all before the time limit expires.

Neither the Arcade game nor the Super Famicom adaptation were released outside of Japan.

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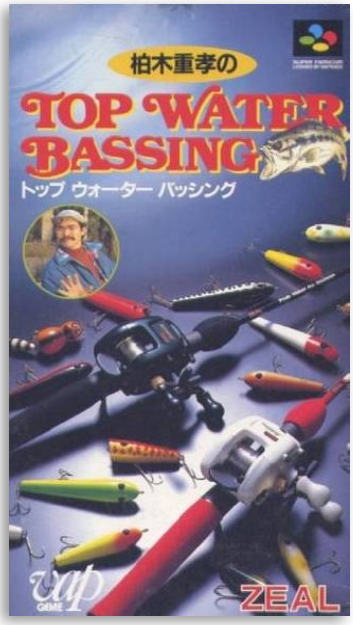


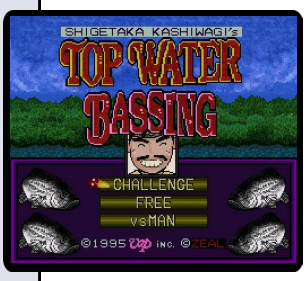

## Shigetaka Kashiwagi's Top Water Bassing

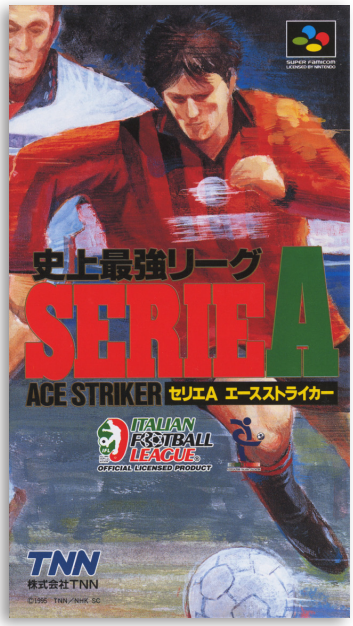
8.2

| | |
|---|---|
| **Developer** | Imagesoft |
| **Publisher** | VAP, Zeal |
| **Release date** | (jp) February 17, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Shigetaka Kashiwagi's Top Water Bassing is a Japan-exclusive fishing game endorsed by the Japanese professional bass fisher Shigetaka Kashiwagi.

The object is to fish in a fictional lake in Japan and find as much black bass as possible and with as much weight as possible.





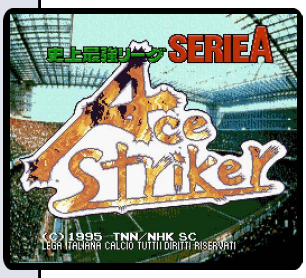

## Shijou Saikyou League Serie A: Ace Striker

7.5

| | |
|---|---|
| **Developer** | TNN |
| **Publisher** | TNN |
| **Release date** | (jp) March 31, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Ace Striker was licensed by Italian Football League and AIC featuring all clubs and footballers from the Italian Serie A (Season 1994–95).

The football players are drawn in the "deformed" anime style. There's no different formations to choose from, but all the players (except the goalkeeper) can be positioned anywhere in the field.



7.0

## Shijou Saikyou no Quiz Ou Ketteisen Super

**Developer** ISCO
**Publisher** Yonezawa PR21
**Release date** (jp) December 28, 1992
**Genre** Trivia
**Mode** 1-8 Players

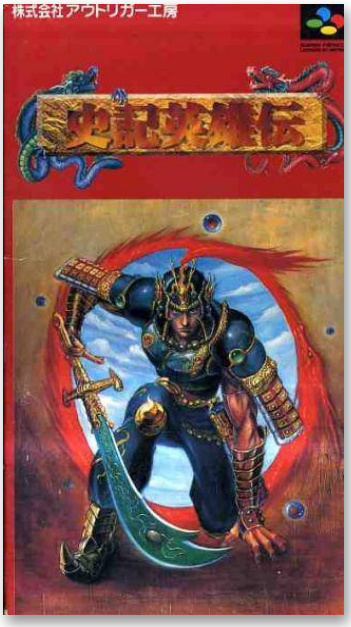
Shijou Saikyou no Quiz Ou Ketteisen Super is a quiz game for the Super Famicom. It is the sequel to the Gimme a Break: Shijou Saikyou no Quiz Ou Ketteisen games for the Famicom.

It was notable at the time for being the only eight player game for the system: this required a Multitap and four special Twin Tap quiz buzzer peripherals.

## Shiki Eiyuuden

**Developer** "unknown"
**Publisher** Outrigger Koubou
**Release date** (jp) July 7, 1995
**Genre** Role-playing
**Mode** 1 Player

Shiki Eiyuuden is a Role-Playing game, published by Outrigger Koubou, which was released in Japan in 1995.



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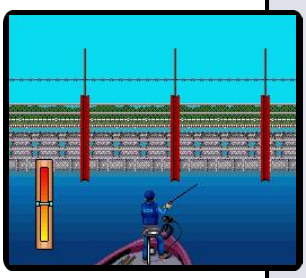

## Shimono Masaki no Fishing to Bassing

**Developer** Natsume
**Publisher** Natsume
**Release date** (jp) October 16, 1994
**Genre** Sports
**Mode** 1 Player

Shimono Masaki no Fishing to Bassing is a serious fishing game from Natsume. The player can customize every part of their angling experience, from the types of lures and sinkers they use from the many regions of each stage to try fishing. Half the difficulty is figuring out where the best fish are.

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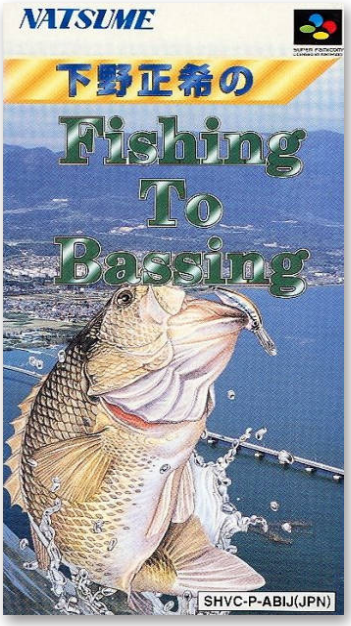

## Shin Ikkaku Senkin

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | Vap |
| **Release date** | (jp) July 7, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Shin Ikkaku Senkin is a gambling game, developed by Jorudan and published by Vap, which was released in Japan in 1995.

## Shin Kidou Senki Gundam W: Endless Duel

8.2

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Bandai |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

New Mobile Report Gundam Wing: Endless Duel is a head-to-head fighting game. It was the first video game to be based on the Mobile Suit Gundam Wing anime series. The developers have used the same engine as previously used in another game, Mighty Morphin Power Rangers: The Fighting Edition, but with some improvements added exclusively to this game.

## Shin Majan

7.0

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) March 30, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Shin Mahjong ("True Mahjong") is a mahjong game from Konami for the Super Famicom. It features multiple modes, including 2- or 3-person modes alongside the usual 4-person game. The player has a number of different portraits to choose from, and the player can encounter various historical figures like Queen Elizabeth and Abraham Lincoln as opponents.

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8.1

## Shin Megami Tensei

**Developer** Atlus
**Publisher** Atlus
**Release date** (jp) October 30, 1992
**Genre** Role-playing
**Mode** 1 Player

Shin Megami Tensei is a post-apocalyptic role-playing game. It is the third game in the Megami Tensei series and the first in the central Shin Megami Tensei series. The gameplay uses first-person navigation of dungeons and turn-based battles against demons. The player can recruit demons as allies by talking to them rather than fighting them, and two to three demons can be fused to create new demons.

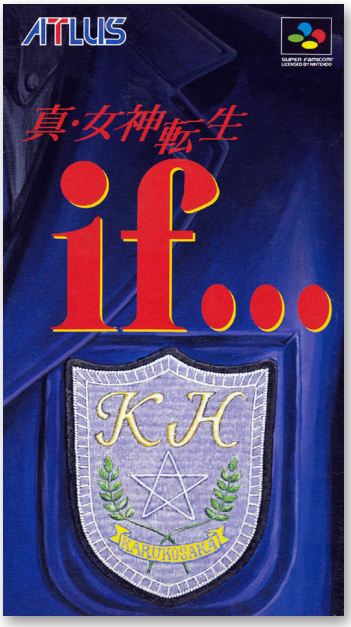
8.2

## Shin Megami Tensei if...

**Developer** Atlus
**Publisher** Atlus
**Release date** (jp) October 28, 1994
**Genre** Role-playing
**Mode** 1 Player

Shin Megami Tensei if... was developed as a spin-off from the main series. Its smaller world scope came about because the game's director Kouji Odaka felt he had reached the limit of what he could do with large-scale worlds in the previous Shin Megami Tensei games.

The game received a positive reception from critics and fans, and inspired multiple tie-in adaptations.




8.5

## Shin Megami Tensei II

**Developer** Atlus
**Publisher** Atlus
**Release date** (jp) March 18, 1994
**Genre** Role-playing
**Mode** 1 Player

In Shin Megami Tensei II, players take the role of the gladiator Hawk, who is able to communicate with demons. The gameplay is similar to that of the first Shin Megami Tensei. Depending on the choices players make throughout the game, the protagonist's alignment changes; the different alignments in the game are "law", "chaos", and "neutrality". This affects the way the plot progresses.

## Shin Momotarou Densetsu

8.2

| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) December 24, 1993 |
| **Genre** | Role-Playing |
| **Mode** | 1 Player |

Shin Momotarou Densetsu is a traditional RPG for the Super Famicom featuring Momotaro, the famous "peach boy" of Japanese folklore. The game's story continues where the previous game, 1990's Momotarou Densetsu II for the PC Engine, leaves off. Momotaro returns home to his adoptive parents while the demons he's foiled previously continue to plot against him.

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## Shin Naki no Ryuu: Mahjong Hisshouden

7.0

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Bec |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Mahjong Hishouden: Shin Naki no Ryuu, a mahjong game based on the mahjong centric Japanese manga by Junichi Nojo, was published by Bec, which was released in Japan in 1995.

## Shin Nekketsu Kouha: Kunio-tachi no Banka

7.4

| | |
|---|---|
| **Developer** | Almanic |
| **Publisher** | Technos |
| **Release date** | (jp) April 29, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Shin Nekketsu Kōha: Kunio-tachi no Banka was the fourth game in the Kunio-kun series released for the Super Famicom. Compared with most of the other games in the Kunio-kun series, Kunio-tachi no Banka features a dramatic and serious storyline, with realistically proportioned character designs and an emphasis on dialogue between battles.

6.7

## Shin Nippon Pro Wrestling: Chou Senshi in Tokyo Dome

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) September 14, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Shin Nippon Pro Wrestling: Chou Senshi in Tokyo Dome is a pro-wrestling game based on the New Japan Pro Wrestling circuit.

The game features ten pro-wrestlers attached to the NJPW circuit at the time, a mix of Japan natives and foreigners.

6.9

## Shin Nippon Pro Wrestling ‘94: Battlefield in Tokyo Dome

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie, Fujicom |
| **Release date** | (jp) August 12, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game features multiple wrestlers active on the NJPW roster at the time, including both native and foreign talent. Like its predecessor Shin Nippon Pro Wrestling: Chou Senshi in Tokyo Dome (and its successor, Shin Nippon Pro Wrestling ‘95: Tokyo Dome Battle 7), the ring is depicted from a side view as wrestlers walk in from the two sides to start each bout.

6.7

## Shin Nippon Pro Wrestling ‘95: Tokyo Dome Battle 7

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Shin Nippon Pro Wrestling ‘95: Tokyo Dome Battle 7 is another wrestling game, published by Varie, which was released in Japan in 1995.

## Shin SD Sengokuden: Taishou Gun Retsuden

8.0

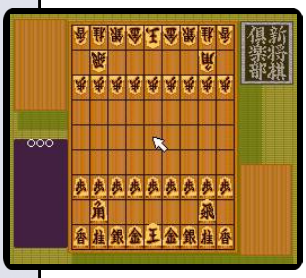
| | |
|---|---|
| **Developer** | Bec |
| **Publisher** | Bec |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Shin SD Sengokuden: Taishou Gun Retsuden is a Strategy game, developed and published by Bec, which was released in Japan in 1995.

## Shin Shougi Club

| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Hect |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shin Shogi Club is a shogi game, developed by Natsu System and published by Hect, which was released in Japan in 1995.

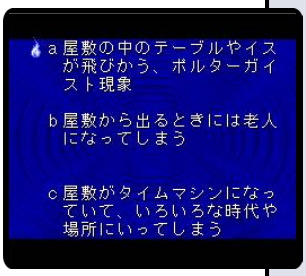


## Shin Togenkyo

| | |
|---|---|
| **Developer** | “unknown” |
| **Publisher** | Banpresto |
| **Release date** | (jp) September 22, 1995 |
| **Genre** | Gambling |
| **Mode** | 1 Player |

Shin Togenkyo is a gambling game, published by Banpresto, which was released in Japan in 1995.

7.0




## The Shinri Game 2: Magical Trip

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Visit |
| **Release date** | (jp) February 10, 1995 |
| **Genre** | Trivia |
| **Mode** | 1 Player |

The Shinri Game series is a quiz based on judging the player's psychological profile. Various questions pose scenarios that the player weighs in on, and the game attempts to interpret the answers to psychoanalyze the player.

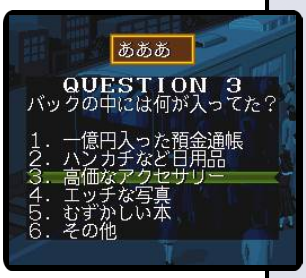
*"giantbomb.com"*

## The Shinri Game 3

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Visit |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Trivia |
| **Mode** | 1 Player |

The Shinri Game 3 is a quiz game, developed by Ukiyotei and published by Visit, which was released in Japan in 1995.

7.0

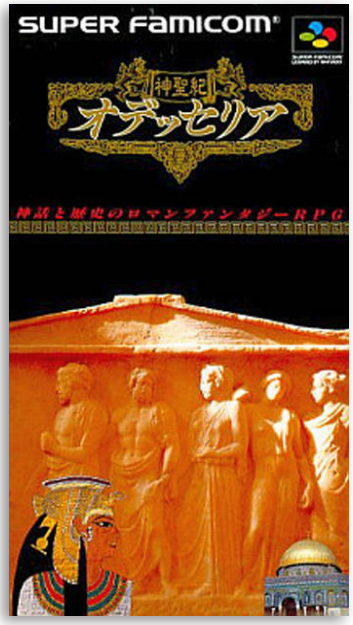



## The Shinri Game: Akuma no Kokoroji

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Visit |
| **Release date** | (jp) March 26, 1993 |
| **Genre** | Trivia |
| **Mode** | 1 Player |

The game is another quiz game focused around psychology and personality questions. It is the first in a series of "The Shinri Games", most of which came out on the Sony PlayStation.

Akuma no Kokoroji was developed by Ukiyotei, a short-lived company started by an ex-Capcom employee which also created Skyblazer.



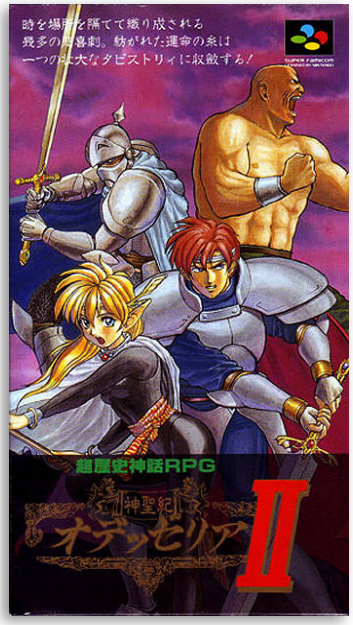

## Shinseiki Odysselya

8.5

| | |
|---|---|
| **Developer** | Vic Tokai |
| **Publisher** | Vic Tokai |
| **Release date** | (jp) June 18, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Shinseiki Odysselya is a role-playing video game released by Vic Tokai in Japan for the Super Famicom in 1993.

An American version was scheduled in 1994 titled Lost Mission, but was canceled. A quick review of the game was published in Vol. 58 of Nintendo Power with a scheduled release date of March 1994, which criticized the game for its "poor story translation" and "standard RPG play."

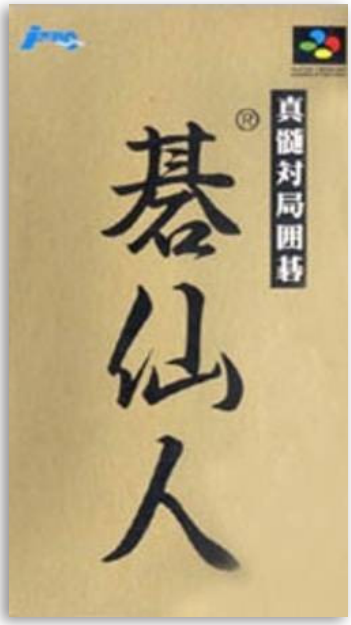



## Shinseiki Odysselya II

8.0

| | |
|---|---|
| **Developer** | Vic Tokai |
| **Publisher** | Vic Tokai |
| **Release date** | (jp) October 6, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

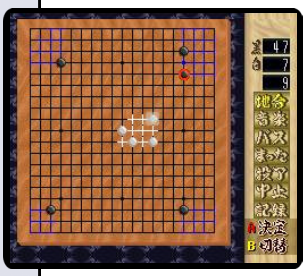
Shinseiki Odysselya 2 is another Role-Playing game, developed and published by Vic Tokai, which was released in Japan in 1995.




## Shinzui Taikyoku Igo: Go Sennin

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | J-Wing |
| **Release date** | (jp) June 2, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shinzui Taikyoku Igo: Go Sennin is a go game, developed by Jorudan and published by J-Wing, which was released in Japan in 1995.



6.5

## Shiroi Ringu he

**Developer** Opera House
**Publisher** Pony Canyon
**Release date** (jp) October 27, 1995
**Genre** Sports
**Mode** 1-2 Players

Shiroi Ringu he is a professional wrestling game. In the "story" mode of the game, players control a young woman as she prepares for each match of women's professional wrestling. One of the federations involved in the game is the Ladies' Legend Pro-Wrestling circuit. Players essentially improve their skill parameters by training on week at a time. As they progress through their careers, players can either become "babyfaces" (good guys) or "heels" (bad guys).

7.3

## Shodai Nekketsu Kouha Kunio-kun

**Developer** Technos
**Publisher** Technos
**Release date** (jp) August 7, 1992
**Genre** Beat 'em up
**Mode** 1-2 Players

Shodai Nekketsu Kōha Kunio-kun (The Original Nekketsu Tough Guy Kunio) is the first Kunio-kun game released for the Super Famicom. It is a beat-em-up RPG set during the end of Kunio's second high school year as he and his friends take a school trip to Osaka.

8.7

## Shodan Morita Shougi

**Developer** Seta, Random House
**Publisher** Seta
**Release date** (jp) August 23, 1991
**Genre** Board game
**Mode** 1 Player

Shodan Morita Shogi is a shogi game that is intended for advanced players. Shodan, or beginner/first rank, is the first level of mastery at the game which an advanced player reaches once they pass through the student ranks. Kazuro Morita is credited as the developer of the shogi software, and so the game is named after him.

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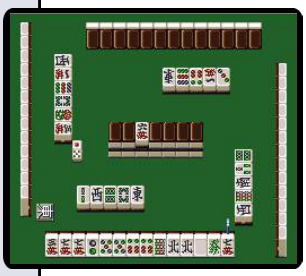
## Shodankurai Nintei: Shodan Pro Mahjong

7.6

| | |
|---|---|
| **Developer** | Khaos |
| **Publisher** | Gaps |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shodankurai Nintei: Shodan Pro Mahjong is a mahjong game, developed by Khaos and published by Gaps, which was released in Japan in 1995.



## Shougi: Fuurinkazan

6.0

| | |
|---|---|
| **Developer** | Pony Canyon |
| **Publisher** | Pony Canyon |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Shogi Furinkazan is a shogi game for the Super Famicom. The term "Furinkazan" refers to a famous quote "Wind, Forest, Fire, Mountain", from Sun Tzu's Art of War (the extended version is "as swift as wind, as silent as forest, as fierce as fire, as unshakable as mountain"). It features five real-life Shogi experts, who are represented by digitized photos in-game and on the box art.

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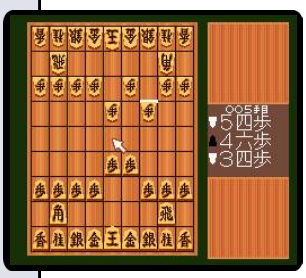
## Shougi Club

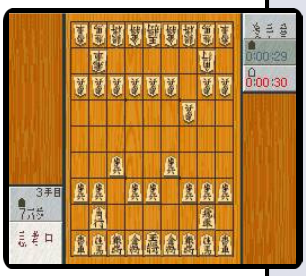
9.0

| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Hect |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Honkakuha Taikyoku Shogi: Shogi Club is a shogi game, developed by Natsu System and published by Hect, which was released in Japan in 1995.



## Shougi Saikyou



**Developer** "unknown"
**Publisher** Magical Company
**Release date** (jp) July 21, 1995
**Genre** Board game
**Mode** 1 Player

Shogi Saikyou is a shogi game, published by Magical Company (Mahou), which was released in Japan in 1995.

## Shougi Saikyou 2: Jissen Taikyoku Hen

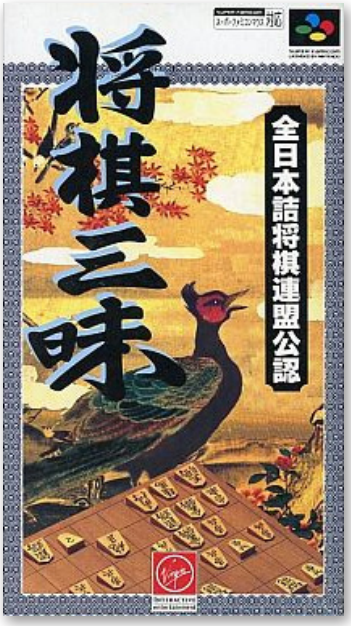
**Developer** "unknown"
**Publisher** Magical Company
**Release date** (jp) February 9, 1996
**Genre** Board game
**Mode** 1 Player

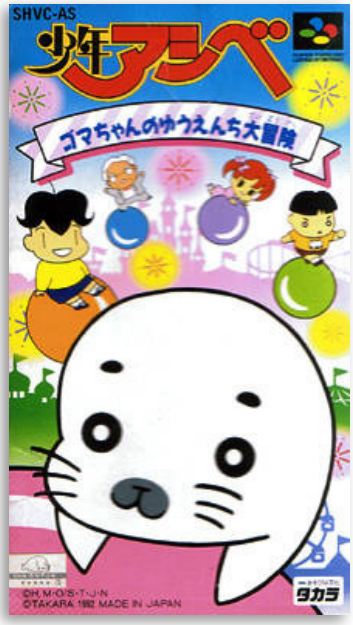
Shogi Saikyou II: Jissen Taikyoku Hen is another shogi game, published by Magical Company (Mahou), which was released in Japan in 1996.

## Shougi Sanmai

**Developer** "unknown"
**Publisher** Virgin Interactive
**Release date** (jp) December 22, 1995
**Genre** Board game
**Mode** 1 Player

Shogi Sanmai is yet another shogi game, published by Virgin Interactive, which was released in Japan in 1995.






## Shōnen Ashibe

6.3

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Takara |
| **Release date** | (jp) December 22, 1992 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

The player alternates between controlling the human Ashibe, as he escorts his friends across a world map while talking to NPCs and following the game's story, and the seal Goma-chan in 2D platformer stages where he must track down eight items by investigating his surroundings thoroughly. While Goma-chan can't be hurt by enemies, colliding with them causes him to lose one of the eight items he's already found.

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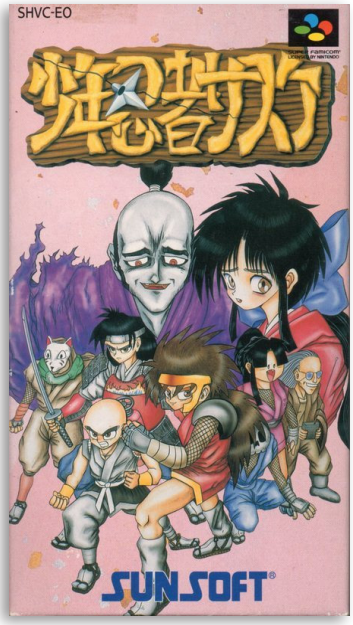



## Shōnen Ninja Sasuke

7.1

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | SunSoft |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1-2 Players |

Shounen Ninja Sasuke is a comedic brawler. The player, as the eponymous ninja, must rescue the daughter of a local lord by fighting his way through hordes of masked bandits led by a mysterious warlord. A second player can join in as Sasuke's monk friend Chin-nan.

The game was published by SunSoft and developed by an unknown developer, though Mint is thought to have contributed to its sound design.

## Shounin yo, Taishi wo Idake!!

6.5

| | |
|---|---|
| **Developer** | AIM |
| **Publisher** | Bandai |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

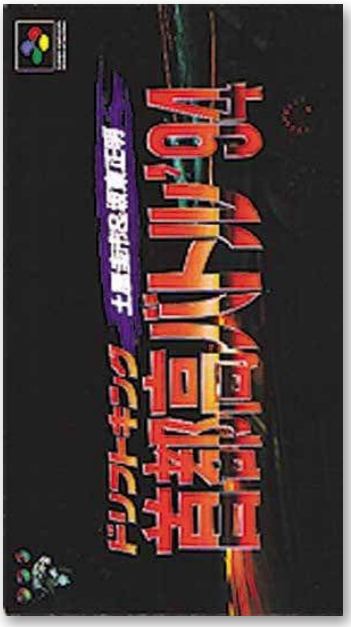
Shōnin yo Taishi wo Idake!! ("Merchants, Be Ambitious!!!") is a 1995 Japan-exclusive board video game for the Super Famicom. The game was developed by AIM and published by Bandai.

8.0

## Shutokō Battle '94 Keichii Tsuchiya Drift King

**Developer** Genki
**Publisher** Bullet Proof Software
**Release date** (jp) May 27, 1994
**Genre** Racing
**Mode** 1-2 Players

Drift King Shutokou Battle '94 is a racing game with stock cars and multiple modes. The game strongly emphasizes manual gear shifting, requiring that the player switch up and down gears with the trigger buttons to increase or decrease speeds. The game features the real-life "Drift King" Keichii Tsuchiya and is based on illegal street racing down Tokyo's Shuto Expressway.

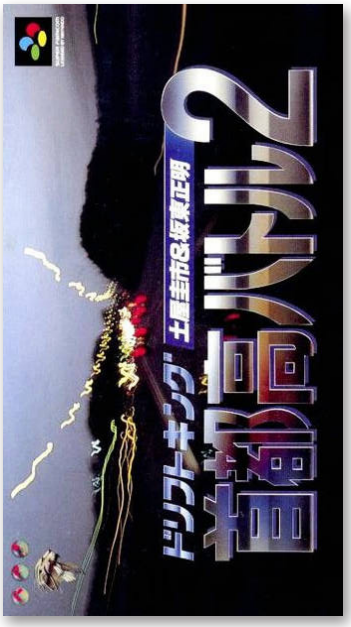


8.6

## Shutokou Battle 2: Drift King Keichii Tsuchiya & Masaaki Bandoh

**Developer** Genki
**Publisher** Bullet Proof Software
**Release date** (jp) February 24, 1995
**Genre** Racing
**Mode** 1-2 Players

Drift King Shutokou Battle 2 is a Racing game, developed by Genki and published by Bullet Proof Software, which was released in Japan in 1995.



7.0

## Shuushoku Game

**Developer** Lenar
**Publisher** Imagineer
**Release date** (jp) July 28, 1995
**Genre** Strategy
**Mode** 1 Player

Shuushoku Game is a Japan-exclusive video game based around the Japanese sub-culture of Japanese drama, "Trendy Drama" , which is a form of drama typically targeting young children and young adults and is based around normal human issues such as love, family problems, and other social issues.

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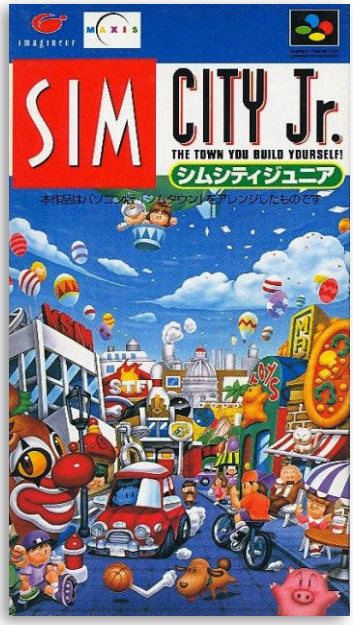
## Silva Saga II: The Legend of Light and Darkness

7.6

| | |
|---|---|
| **Developer** | Seta |
| **Publisher** | Seta |
| **Release date** | (jp) June 25, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Silva Saga II is a direct sequel to Silva Saga for the FamiCom. The story starts a few days before Silva Saga's ending. The player will find similarities with Dragon Quest. Players search out the soldier of light who travels on a journey to defeat the Zolde, son of the Zuhl. Up to 12 mercenaries and deity statues can be combined as well as organized.




## SimCity Jr.

7.3

| | |
|---|---|
| **Developer** | Maxis |
| **Publisher** | Imagineer |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

SimCity Jr., first released as SimTown, is much like the best selling SimCity, but on a smaller scale. The game allows the player to construct a town consisting of streets, houses, businesses and parks and then control the people in it. The game was one of the many 'Sim' spin-offs at the time, and was targeted more towards children.

## Simulation Pro Yakyuu

7.6

| | |
|---|---|
| **Developer** | Hect |
| **Publisher** | Hect |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Simulation Pro Yakyuu is a Japan-exclusive video game that uses the actual ball players and teams of the 1995 Nippon Professional Baseball league and combines them into a full-blown simulator.

This game is a prequel to Furuta Atsuya no Simulation Pro Yakyuu 2; which would enhance on various features in this game.

7.7

## Simulation Pro Yakyuu 2

**Developer** Hect
**Publisher** Hect
**Release date** (jp) August 24, 1996
**Genre** Sports
**Mode** 1-2 Players

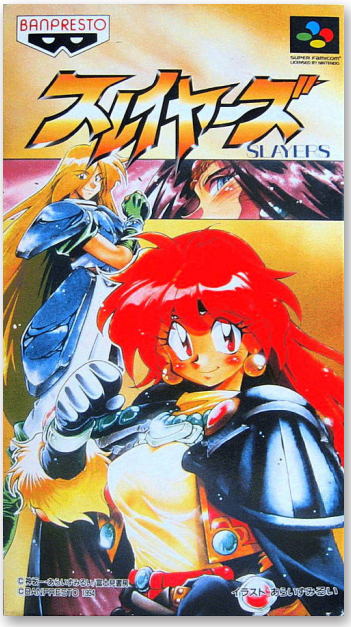
This video game has enhanced gameplay like extra meters to judge power and technique. There are faces to show the morale of the pitcher and the batter. Pitching is done through a television-like view while fielding is done through an overhead view. There is a still a guideline for pitchers to throw their ball; the inner box represents the strike zone while the outer box represents home plate.

7.4

## Slayers

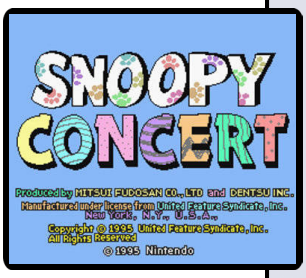
**Developer** Bec
**Publisher** Banpresto
**Release date** (jp) June 24, 1994
**Genre** Role-playing
**Mode** 1 Player

Slayers is a traditional turn-based JRPG based on the Slayers franchise. It was launched shortly before the animated series, working from the original light novel series instead for its story. Lina Inverse, the series' main character, awakes without her memories and most of her magical talents. As the game progresses, she begins to recover her powers and meets various other hero characters from the series along the way.




7.4

## Snoopy Concert



**Developer** Pax Softnica, Nintendo R&D1
**Publisher** Mitsui Fudosan, Dentsu
**Release date** (jp) May 19, 1995
**Genre** Action
**Mode** 1 Player

The game is a less of a self-contained game and more a collection of four smaller ones; including a point-and-click segment featuring Schroeder. The player controls Woodstock and direct Snoopy as he performs all sorts of errands for different Peanuts characters. The player does a separate game for each character; some of them require him to do a little detective work, or to direct Snoopy to win a race, or to get a character to some place.

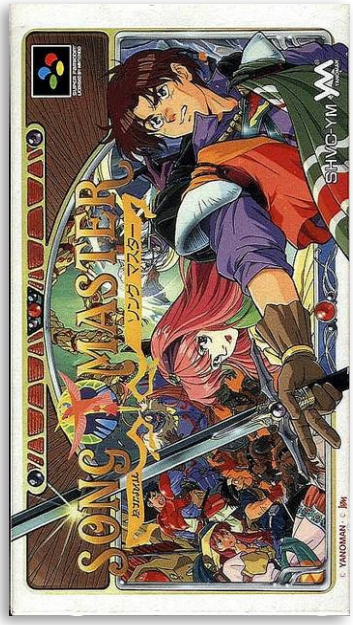
## Solid Runner

4.5

| | |
|---|---|
| **Developer** | Sting |
| **Publisher** | ASCII |
| **Release date** | (jp) March 28, 1997 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

The game takes place in a town known as Solid City, which despite being technologically advanced, is overrun with crime. Very few people dare to challenge the control of the underground mafias and street gangs that threaten the city. While the game has a continuous plot, players are urged to complete individual missions.

There is a english translation of the game currently being undertaken by AeonGenesis.




## Song Master

7.6

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Yanoman |
| **Release date** | (jp) November 27, 1992 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Song Master is a turn-based JRPG. The story concerns Yuri, an aspiring singer who wishes to join the Singer's Guild - an association of musicians that are tasked with protecting the world with music. In this world, music and singing have the same properties as magic, and the Holy Song of Auran is thought to drive away evil and perform miracles.

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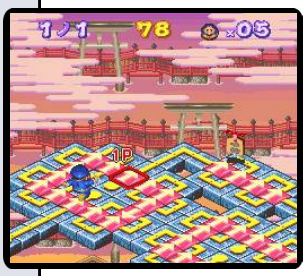
## Soreyuke Ebisumaru Karakuri Meiro: Kieta Goemon no Nazo!!

7.8

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Soreyuke Ebisumaru Karakuri: Meiro Kieta Goemon no Nazo is a Puzzle game in the Goemon franchise, developed by Konami Computer Entertainment Osaka and published by Konami, which was released in Japan in 1996.



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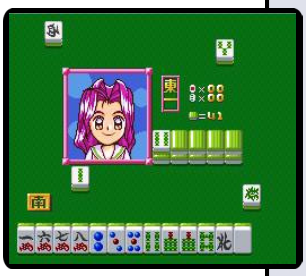
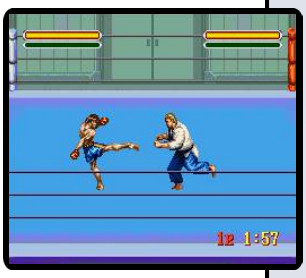


## Sotsugyou Bangai Hen: Nee Mahjong Shiyo!

**Developer** Headroom
**Publisher** KSS
**Release date** (jp) October 28, 1994
**Genre** Board game
**Mode** 1 Player

Sotsugyou Bangai Hen: Nee Mahjong Shiyo! is a mahjong game based on the Graduation (Sotsugyou) series of school simulation games. It features a cast of highschool seniors from an all-girls school and their male homeroom teacher, who decide to play mahjong against each other. Despite the format, the game is not ecchi in nature.

5.0



## Sougou Kakutougi: Astral Bout

**Developer** A-Wave
**Publisher** King Records
**Release date** (jp) June 26, 1992
**Genre** Sports
**Mode** 1-2 Players

This game is the predecessor to the mixed martial arts promotion companies and pay-per-view tournaments like the Ultimate Fighting Championship that are popular today. There are eight different styles of fighting to adopt: including professional wrestling, boxing, karate, and the basic set of martial arts.

6.3

## Sougou Kakutougi: Astral Bout 2: The Total Fighters

**Developer** A-Wave
**Publisher** King Records
**Release date** (jp) February 25, 1994
**Genre** Sports
**Mode** 1-2 Players

Astral Bout 2 is the sequel to Astral Bout and like that game features various martial arts experts competing, not unlike MMA. The game is based on a real-life Japanese martial arts TV promotion, Fighting Network Rings. The eight characters represent different martial arts, including wrestling, karate, boxing, Muay Thai and others.

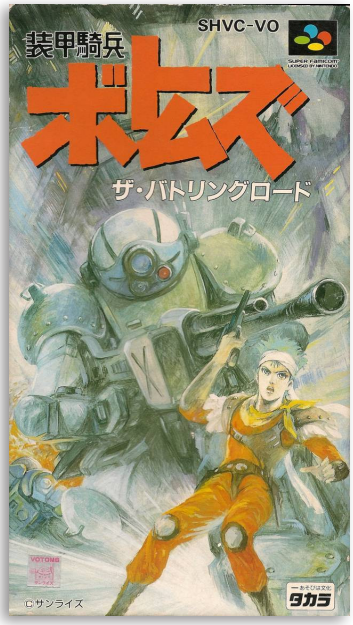
*"giantbomb.com"*

## Sougou Kakutougi Rings: Astral Bout 3

2.4

| | |
|---|---|
| **Developer** | A-Wave |
| **Publisher** | King Records |
| **Release date** | (jp) October 20, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Sougou Kakutougi Rings: Astral Bout 3 is another entry in the Astral Bout Shoot/Hybrid fighting game series, featuring the Shoot fighting league known as RINGS fighting network. The game was developed by A-Wave and published by King Records, it was released in Japan in 1995.

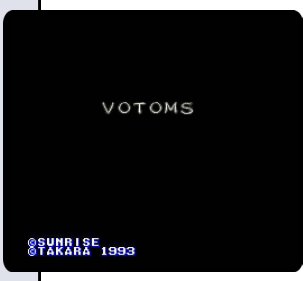


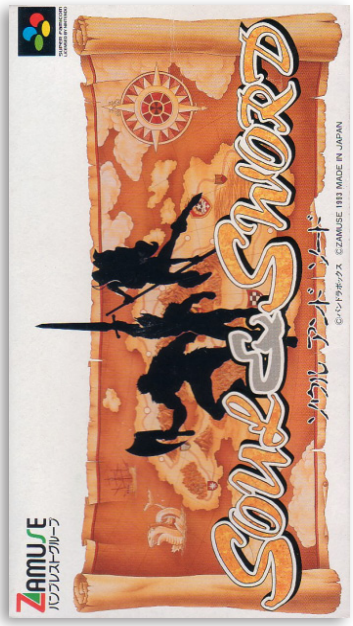

## Soukou Kihei Votoms: The Battling Road

6.2

| | |
|---|---|
| **Developer** | Genki |
| **Publisher** | Takara |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Soukou Kihei Votoms: The Battling Road is a mecha game featuring simulation style shooting gameplay. It is based on the Armored Trooper Votoms anime, and is the fourth game adaptation of the franchise (though the first for the Super Famicom) and features multiple characters and ATs (Armored Troopers) from the anime.



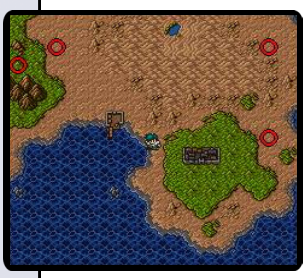



## Soul & Sword

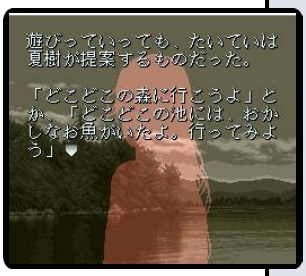
7.1

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Zamuse |
| **Release date** | (jp) November 30, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Being a non-linear role-playing game, the quests can be done in any order although some of them have prerequisites. Most are completely optional, but change the ending. The quests can be abandoned and returned at will. The game features a time system and the characters are actually aging, though their statistics stay the same. This system is also used for money loans, as players will receive penalties when they don't pay back before the end of the year.



## Sound Novel Tsukūru




**Developer** Success
**Publisher** ASCII
**Release date** (jp) May 31, 1996
**Genre** Adventure
**Mode** 1 Player

Sound Novel Tsukuru is the first of two customizable interactive audio book editors by ASCII and Success. It was released in the latter days of the Super Famicom on a large cartridge (SHVC-040) that takes memory paks compatible with the Satellaview system.

*"giantbomb.com"*

8.2

## Spark World

**Developer** "unknown"
**Publisher** Den'Z
**Release date** (jp) May 26, 1995
**Genre** Action
**Mode** 1 Player

Two sentient cop cars, Beat and Barts come together to sort things out when they find out a dodgy casino operator is actually a drug dealer. The pair travel around the globe and blow up enemies by detonating fuel barrels.

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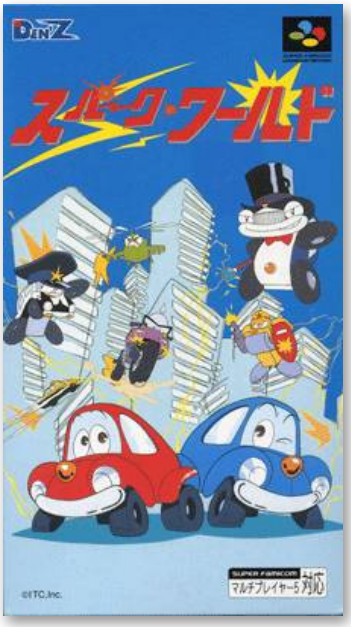


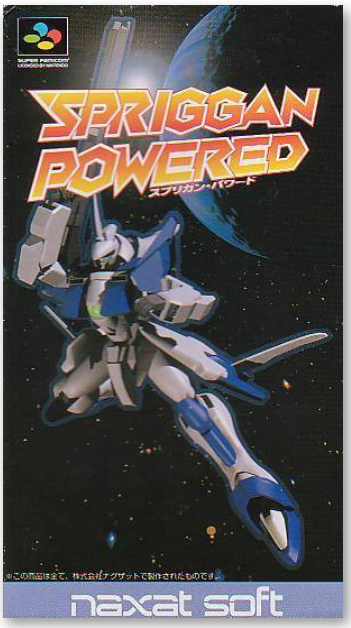

7.1

## Spriggan Powered

**Developer** Micronics
**Publisher** Naxat Soft
**Release date** (jp) July 26, 1996
**Genre** Shooter
**Mode** 1 Player

Spriggan Powered is a shoot 'em up based on the manga series called Spriggan which was written by Hiroshi Takashige and illustrated by Ryōji Minagawa.

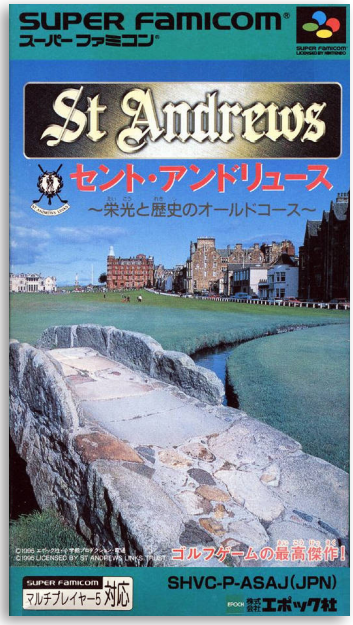
The player controls a flying mech. The goal of each stage is to fight through the enemies and defeat the boss at the end. There are six total stages to the game, each with a mid-boss halfway through the level as well as and end boss.



## Sprinter Monogatari: Mezase!! Ikkaku Senkin

| | |
|---|---|
| **Developer** | Vap |
| **Publisher** | Vap |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Sprinter Monogatari is a cycling racing game, developed and published by Vap, which was released in Japan in 1995.

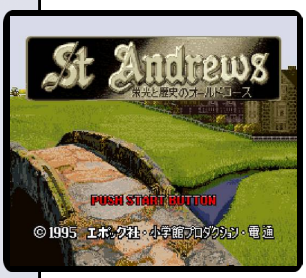


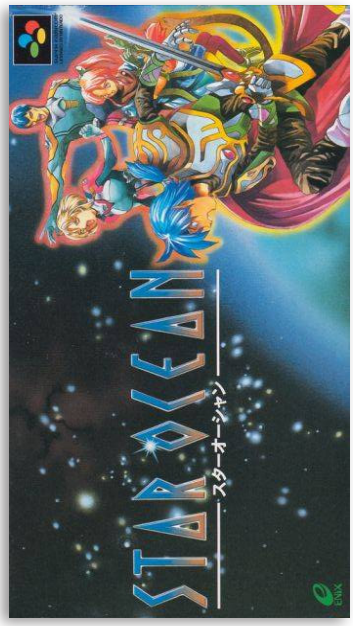

## St. Andrews: Eikou to Rekishi no Old Course

7.0

| | |
|---|---|
| **Developer** | “unknown” |
| **Publisher** | Epoch |
| **Release date** | (jp) September 15, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

St Andrews: Eikou to Rekishi no Old Course is a licensed golf game, published by Epoch, which was released in Japan in 1995.






## Star Ocean

7.9

| | |
|---|---|
| **Developer** | tri-Ace |
| **Publisher** | Enix |
| **Release date** | (jp) July 19, 1996 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

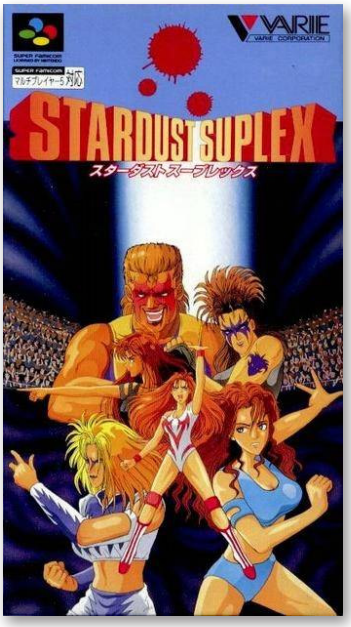
Star Ocean was the first game developed by the newly formed tri-Ace company for the Super Famicom, consisting of staff that had previously left Wolf Team due to being unhappy with the development process for Tales of Phantasia with Namco in 1995. The game was ahead of its time in many respects. It required a special compression chip in its cartridge to compress and store all of the game’s data due to possessing graphics that pushed the limits of the aging Super Nintendo system.

7.1

## Stardust Suplex

| | |
|---|---|
| **Developer** | Varie |
| **Publisher** | Varie |
| **Release date** | (jp) January 20, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Stardust Suplex is a wrestling game, published by Varie, which was released in Japan in 1995.

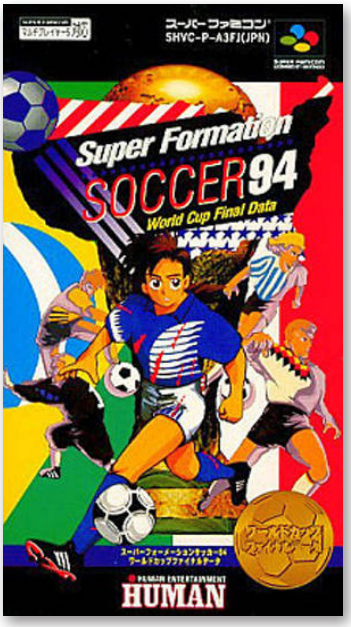


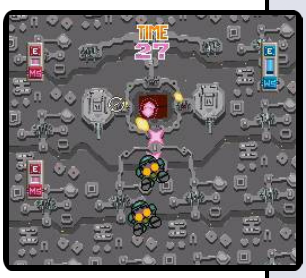

7.6

## Super Formation Soccer 94: World Cup Final Data

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) September 22, 1994 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Formation Soccer 94 World Cup Final Data was rereleased as an updated version of Super Formation Soccer 94. It was released in September the same year.





## SD Gundam G Next: Senyou Rom Pack & Map Collection

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Bandai |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

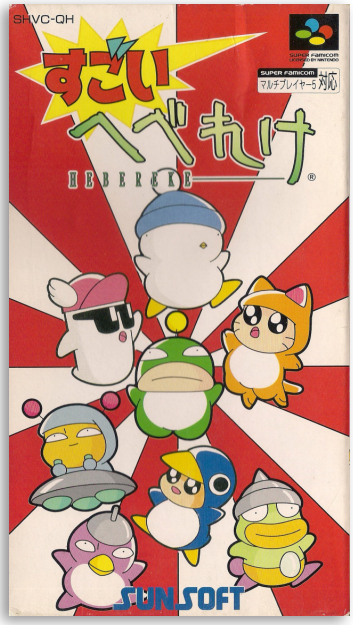
SD Gundam G Next: Unit & Map Collection is an updated revision of SD Gundam G Next.

## Stealth

8.0

**Developer** Axes Art Amuse
**Publisher** Hect
**Release date** (jp) December 18, 1992
**Genre** Strategy
**Mode** 1 Player

In Stealth, the player takes control of a squad of six U.S. Army soldiers in Vietnam during the Vietnam War. Gameplay is turn-based on a platoon's level, each squad member has the option to move, attack, wait, and in the case of the radio operator call in air or artillery support. The majority of the enemy Viet Cong troops hide in the jungles and appear on the computers turn to shoot at one of your characters if they are in range.

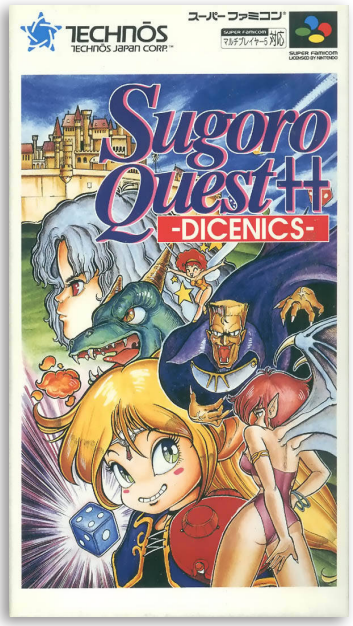



## Sugoi Hebereke

7.4

**Developer** SunSoft
**Publisher** SunSoft
**Release date** (jp) March 11, 1994
**Genre** Fighting
**Mode** 1-4 Players

Sugoi Hebereke is Bird's Eye-viewed like Vectorbeam's 1979 arcade game Warrior, but with brawling elements similar to the ones found in Super Smash Bros. There are two play modes in the game: story mode and VS. mode. In VS. mode, up to four players can play as the cast of the Hebereke series simultaneously. The object of the game is to knock out the other three opponents.




## Sugoro Quest ++ Dicenics

7.0

**Developer** Technos
**Publisher** Technos
**Release date** (jp) December 9, 1994
**Genre** Role-playing, Board game
**Mode** 1-4 Players

Sugoro Quest++ Dicenics ("Sugoro" comes from sugoraku, a classic Japanese board game similar to Snakes and Ladders) is a video game that plays like a board game. It follows similar games like Dokapon 3-2-1 that combines RPG mechanics with a board game presentation. Sugoro Quest++ is the sequel/remake of Sugoro Quest for the Famicom and plays similarly.

*"giantbomb.com"*

6.0

## Sugoroku Ginga Senki

| | |
|---|---|
| **Developer** | Bottom Up |
| **Publisher** | Bottom Up |
| **Release date** | (jp) December 19, 1996 |
| **Genre** | Adventure, Board game |
| **Mode** | 1 Player |

Sugoroku Ginga Senki is a sugoroku-style game (backgammon), where players roll the dice and move their piece, then follow the instructions on the spot they landed on. The player hires underlings from the space station, and occupies stars one after another.

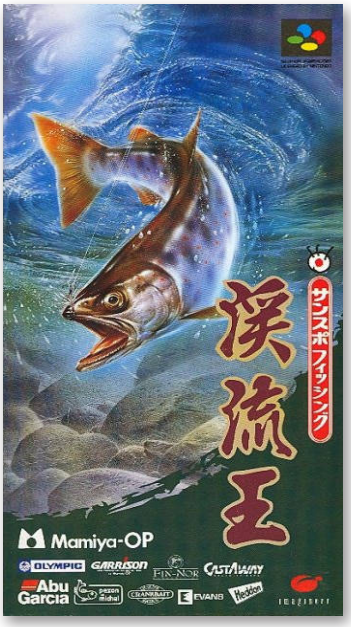
*"giantbomb.com"*

7.6

## Sun Sport Fishing: Keiryuu-Ou

| | |
|---|---|
| **Developer** | Lenar |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Sun Sports Fishing: Keiryuu-Ou is a fishing game for the Super Famicom. As with many fishing games on the system, the goal is to pick a location from the world map, pick a direction along the stream and fish. The player can seek advice from their mentor and select a different bait/lure configuration from a menu present on the fishing screen.

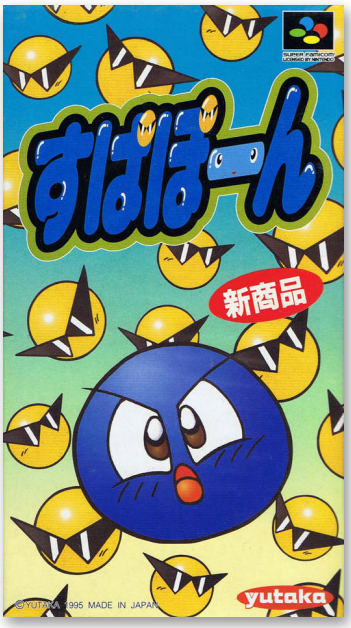


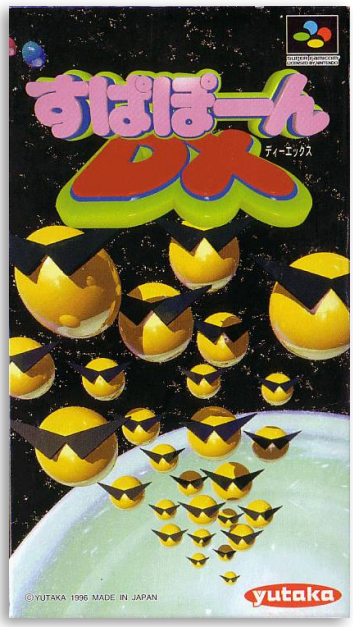

6.0

## Supapoon

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Yutaka |
| **Release date** | (jp) October 6, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Supapoon is a Break-Out style puzzle game, developed by Now Production and published by Yutaka, which was released in Japan in 1995.



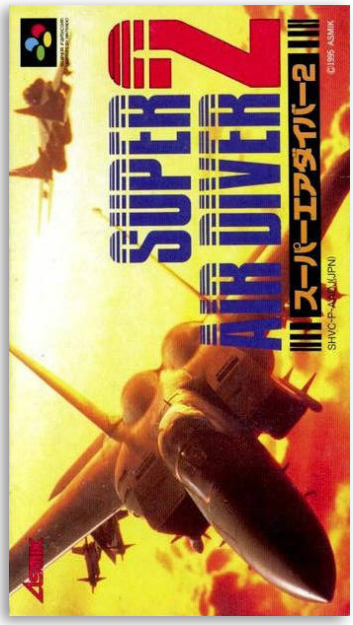



## Supapoon DX

6.0

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Yutaka |
| **Release date** | (jp) May 31, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Supapoon DX is another Break-Out style puzzle game, developed by Now Production and published by Yutaka, which was released in Japan in 1996.




## Super Air Diver 2

7.8

| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Asmik Ace Entertainment |
| **Release date** | (jp) March 3, 1995 |
| **Genre** | Flight simulation |
| **Mode** | 1 Player |

The general idea of the game is that the player is launched into a 3D war zone with the task of flying a fighter jet. The player must defeat enemies with various weapons like missiles and gunfire as quickly as possible while obtaining as little damage as possible. Altitude is judged in feet while speed is judged in the plane's Mach number. The player is given the choice between two Western-made aircraft: a F-15E Strike Eagle or a Mirage 2000.

## Super Back to the Future II

6.5

| | |
|---|---|
| **Developer** | Daft |
| **Publisher** | Toshiba EMI |
| **Release date** | (jp) July 23, 1993 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Back to the Future II is a 2D platformer based off the blockbuster movie, Back to the Future II. The game loosely follows the plot of the movie, with the characters reimagined as super deformed versions. Marty McFly exclusively gets around on the Mattel hoverboard from the movie, using its speed to get through stages.

*"giantbomb.com"*

## Super Baken Ou '95

**Developer** "unknown"
**Publisher** Techiku
**Release date** (jp) March 24, 1995
**Genre** Sports
**Mode** 1 Player

Super Baken Ou '95 is a Sports game, published by Techiku, which was released in Japan in 1995.

## Super Bikkuriman

5.6

**Developer** Tom Create
**Publisher** Bec
**Release date** (jp) January 29, 1993
**Genre** Fighting
**Mode** 1-2 Players

Super Bikkuriman is a fighter game based on a popular collectible sticker franchise. Specifically, the game is based on the 44 episode 1992-93 anime adaptation with the same name, and features most of its cast of characters in the roster. The game includes two modes: a single-player elimination tournament against increasingly difficult computer opponents, and a versus mode for up to two players.

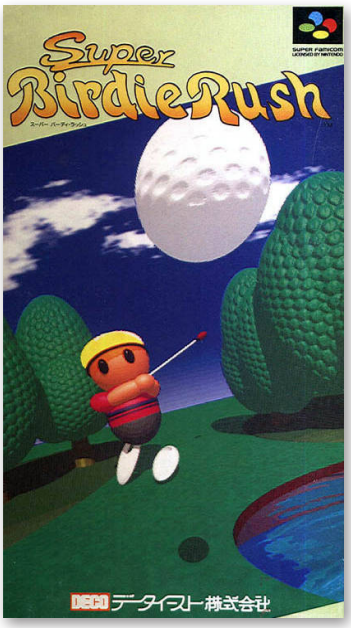
## Super Birdie Rush

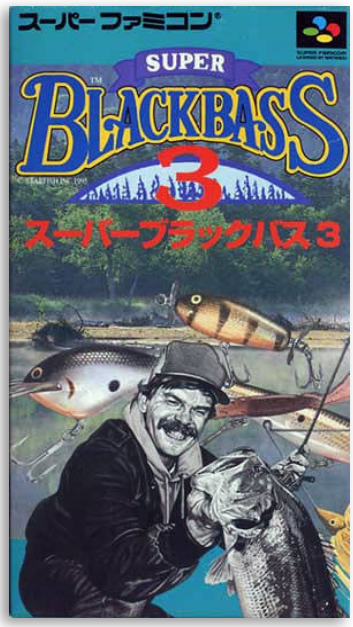
8.5

**Developer** Data East
**Publisher** Data East
**Release date** (jp) March 6, 1992
**Genre** Sports
**Mode** 1-2 Players

Super Birdie Rush is a Super Famicom golf game with top-down perspective that was released exclusively for the Japanese market in 1992. It is the sequel to the FamiCom game Golf Club: Birdie Rush.

The game provides the usual array of game modes: stroke play, match play, and tournament.






## Super Black Bass 3

9.5

| | |
|---|---|
| **Developer** | Starfish |
| **Publisher** | Starfish |
| **Release date** | (jp) December 15, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Black Bass 3 is a Sports game, published by Starfish, which was released in Japan in 1995.

## Super Bomberman: Panic Bomber W

7.3

| | |
|---|---|
| **Developer** | Raizing |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 1, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1-4 Players |

Super Bomberman: Panic Bomber World is a puzzle game based on the popular Bomberman series, which plays much like a cross between Bomberman and Puyo Puyo. Groups of blocks will fall from the top of the screen. Match three identical blocks and bombs will drop from the top of the screen.

*"mobygames.com"*

## Super Bomberman 2: Caravan Edition

| | |
|---|---|
| **Developer** | Produce |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) 1994 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-4 Players |

The Caravan Edition has extra content that makes it slightly different than the official Super Bomberman 2.

This game comes with the cartridge only, as there was never a box for this game. It was only obtainable from a special event. As such, this was a not-for-sale title limited to roughly 200 copies.

*"byuu@nintendoage.com"*

7.9

## Super Bomberman 4

**Developer** Produce
**Publisher** Hudson Soft
**Release date** (jp) April 26, 1996
**Genre** Action, Puzzle
**Mode** 1-4 Players

New to the game are a wide range of creatures which are enemies to the player, but when defeated, they turn into eggs. When the player picks an egg, they can use the creatures, which come in two types, organic and mechanical. Players can pick additional eggs to store more creatures, but only of the same type of creature that they are riding.

8.0

## Super Bomberman 5

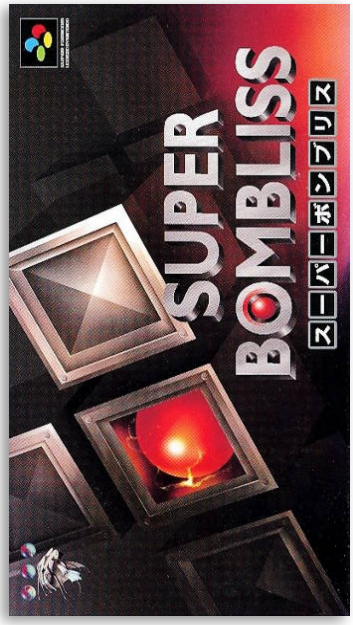
**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) April 26, 1996
**Genre** Action, Puzzle
**Mode** 1-4 Players

Super Bomberman 5 was the final Bomberman game released on the Super FamiCom. The single-player portion of Super Bomberman 5 is nonlinear, giving players a choice of which level they'd like to complete next. These phases are all based on the four previous Super Bomberman games for the Super Famicom, containing remixed music and the same sprites of the game, and the fifth phase is completely new.

## Super Bomberman 5: Gold Cartridge

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) 1996
**Genre** Action, Puzzle
**Mode** 1-4 Players

Super Bomberman 5 was released in two variations: a standard cartridge and a gold cartridge, which was sold exclusively through CoroCoro Comic. The gold cartridge included extra maps in battle mode.

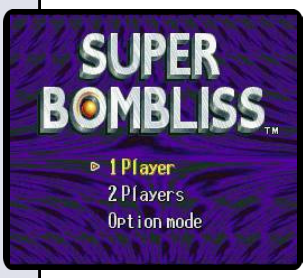


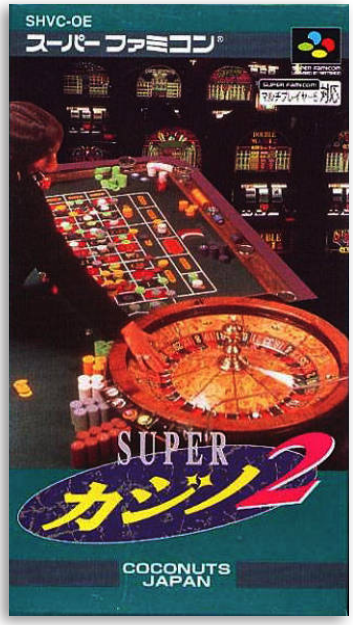

## Super Bombliss

7.4

**Developer** Tose
**Publisher** Bullet Proof Software
**Release date** (jp) March 17, 1995
**Genre** Puzzle
**Mode** 1-2 Players

Super Bombliss is a variant of the game Tetris. It was developed by TOSE and published by Bullet Proof Software, which was released in Japan in 1995.



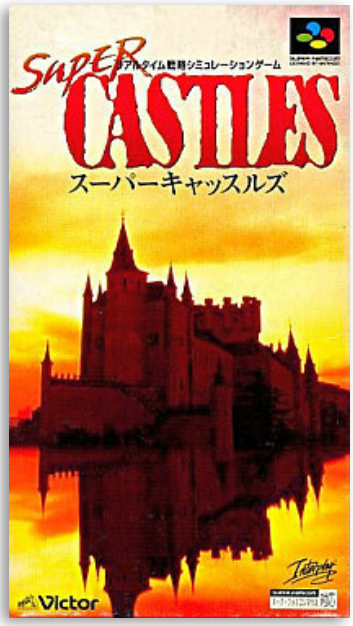



## Super Casino 2

7.0

**Developer** OeRSTED
**Publisher** Coconuts Japan
**Release date** (jp) October 28, 1994
**Genre** Gambling
**Mode** 1 Player

The story mode tells the tale about a gambler who comes to a casino with $1000. Various betting games are available like blackjack, baccarat, slot machines, roulette, and wagering bets on the horses. The game is the sequel to Super Casino - Caesars Palace (Super Caesars Palace in North America). All text in the game is in Japanese.




## Super Castles

8.0

**Developer** Victor Interactive Software
**Publisher** Victor Interactive Software
**Release date** (jp) December 22, 1994
**Genre** Strategy
**Mode** 1 Player

Super Castles is based on, and sources, Interplay's 1992 computer game Castles. The goal of the game is to place and design the towers, walls, ramparts and moats of a number of castles in strategically sound locations and then organize the funding and manpower to construct them by managing the local populace. Players need to stay on top of their workers' happiness, monetary and nutritional needs in order to get their castles built in time.

8.0

## Super Chinese Fighter

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) January 3, 1995
**Genre** Fighting
**Mode** 1-2 Players

Super Chinese Fighter is part of the Super Chinese series, but is not in the main series of the games. Fighter allows players to fight in fighting game battles using characters from the Super Chinese games, including Jack and Ryu.

Jack, Ryu, Robo No Hana, Gofire, and Bokuchin would go on to cross over in the Hiryu No Ken series.

6.8

## Super Chinese World 2: Uchuu Ichibuto Daikai

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) October 29, 1993
**Genre** Beat 'em up
**Mode** 1-2 Players

The game is a martial arts brawler/fighter game featuring the martial arts twins Jack and Ryu in another battle against innumerable foes. This sequel to Super Ninja Boy takes the duo into space to take down a conglomerate of evil alien martial artists who have kidnapped the leaders of the planets they've invaded.

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4.5

## Super Chinese World 3

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) December 22, 1995
**Genre** Beat 'em up
**Mode** 1-2 Players

Super Chinese World 3: Chō Jigen Daisakusen is the third SNES Super Chinese game, being a sequel to Super Chinese World 2. It keeps the Beat'em-up battle system from the previous games, but gives the opportunity to play with other characters than Jack and Ryu, each having a different way of fighting.

## Super Double Yakuman

7.0

| | |
|---|---|
| **Developer** | Imagesoft |
| **Publisher** | Vap |
| **Release date** | (jp) April 1, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Super Double Yakuman is a competitive four-player mahjong game from Imagesoft and Vap Inc., and part of their Double Yakuman series of mahjong simulators. A double yakuman is the name of a very valuable (but rare) hand, usually the sort of once-in-a-lifetime hand that would instantly win the game.

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## Super Double Yakuman II

6.0

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Vap |
| **Release date** | (jp) March 14, 1997 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Double Yakuman II is a mahjong game and the fifth installment in the Double Yakuman series. The game was published by Vap, which was released in Japan in 1997.

## Super Drift Out

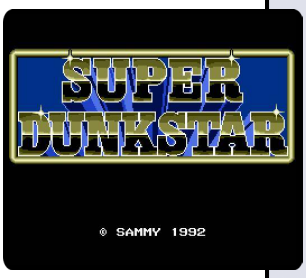
7.3

| | |
|---|---|
| **Developer** | Dragnet |
| **Publisher** | Visco |
| **Release date** | (jp) February 24, 1995 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super Drift Out: World Rally Championships is the third game in the Drift Out series. Unlike the previous Drift Out '94: The Hard Order, it resembles the first Drift Out and is sometimes referred to as a port or remake for that reason.

All races in this video game are based on the 1994 World Rally Championship season.

## Super Dunk Star



| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Sammy Studios |
| **Release date** | (jp) April 28, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Dunk Star is a basketball game somewhat based on the NBA but with entirely fictional teams. Most of the action is depicted NBA Jam style, with a horizontal view of the court and large sprites for the athletes. Upon scoring a field goal from up close (slam dunks or otherwise), the camera briefly changes to a dynamic shot of the basket.

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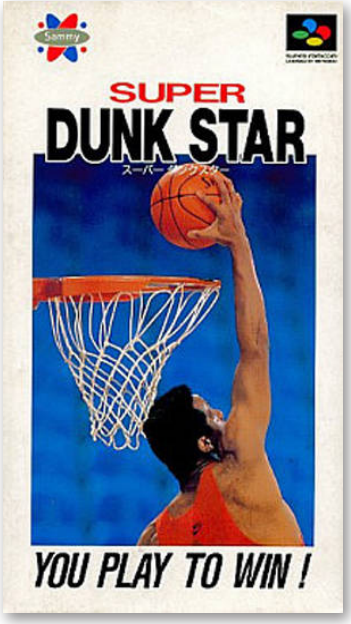
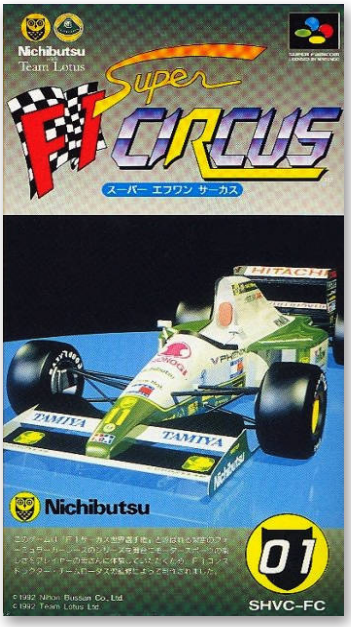



7.5

## Super F1 Circus

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 24, 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super F1 Circus is part of the F1 Circus series which began on the PC Engine. The various racing facilities and crew members are drawn in a precise manner, bringing a fast and realistic atmosphere into the game. Team Lotus sponsored this game; they had British racing driver Johnny Herbert and two-time Formula One champion Mika Häkkinen make an appearance in this game as their drivers.



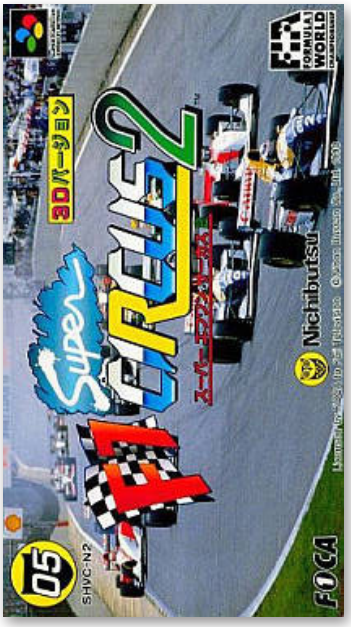

8.0

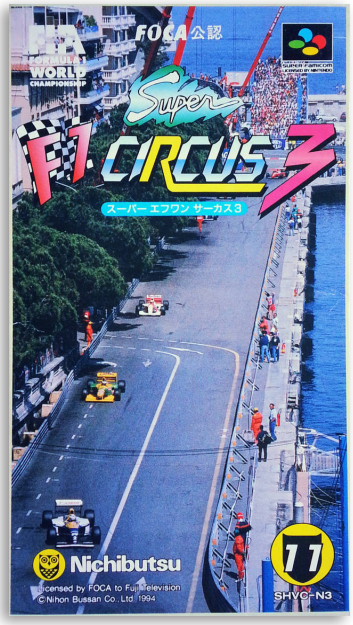
## Super F1 Circus 2

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 29, 1993 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super F1 Circus 2 allows the player to join any team in the 1993 Formula One season and take part on sixteen different circuits all over the world. They can also configure the load-out for the F1 vehicle.

It is the second official F1 Circus game for the system, though technically the third due to 1992's Super F1 Circus Limited. Overall it is the eighth F1 Circus game.






## Super F1 Circus 3

8.5

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super F1 Circus 3 focuses on the 1993/94 season and recreates circuits from sixteen different countries. The game offers a "quick race" mode that randomly picks a track and avoids the majority of the simulation elements.

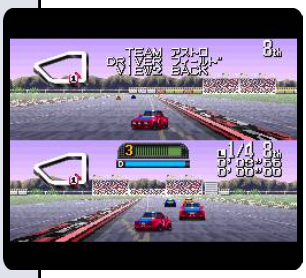
As with its predecessors, it has licenses from FOCA and Fuji TV that allow it to depict actual teams/drivers from the Formula One World Championship.

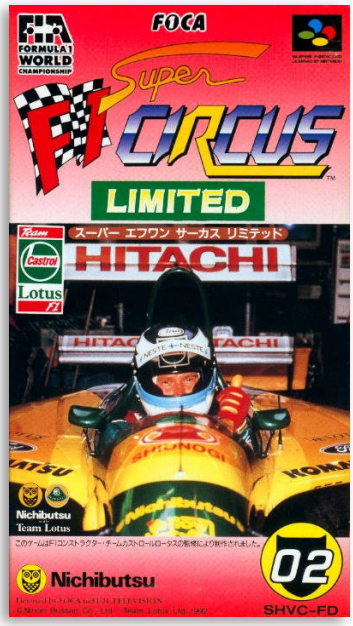
## Super F1 Circus Gaiden

9.5

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 7, 1995 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Super F-1 Circus Gaiden is another Racing game, developed by Cream and published by Nichibutsu, which was released in Japan in 1995.






## Super F1 Circus Limited

7.0

| | |
|---|---|
| **Developer** | Cream |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) October 23, 1992 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super F1 Circus Limited is largely identical to Cream's earlier Super Famicom racing game Super F1 Circus, however it was shortly after the release of that game that Cream was given permission by FOCA to use actual driver and team names for their subsequent Super F1 Circus games. Super F1 Circus Limited was quickly created to take advantage of this recent development.

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7.1

## Super F1 Hero

**Developer** Aprinet
**Publisher** Varie
**Release date** (jp) December 18, 1992
**Genre** Racing
**Mode** 1 Player

Nakajima Satoru Super F-1 Hero is a Formula One racing game. The game was endorsed by Japanese F1 driver Satoru Nakajima, who was active throughout 1987 to 1991. The player can select between various competitions, each increasing in difficulty and course number, and compete against CPU opponents in races across the world.

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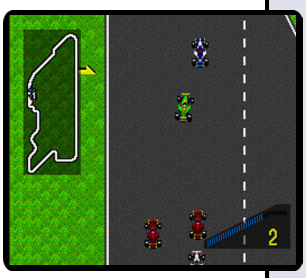
7.9

## Super Famicom Wars

**Developer** Intelligent Systems
**Publisher** Nintendo
**Release date** (jp) May 1, 1998
**Genre** Strategy
**Mode** 1-4 Players

Super Famicom Wars is part of the Famicom Wars, known as Advance Wars in the West, is a strategy game. Each level consists of a new map and opposing CO to defeat. Victory is achieved when all the opponent's units have been destroyed, or another victory condition has been met. This game introduced Yellow Comet and Green Earth, bringing the number of armies playable at once to four. It returned to the basic square grid-based map style of the original game.

7.6



## Super Family Circuit

**Developer** Game Studio
**Publisher** Namco
**Release date** (jp) October 21, 1994
**Genre** Racing
**Mode** 1 Player

Super Family Circuit is a variable racing game from Game Studio Inc. and Namco. The game features different vehicles the player can race around a selection of tracks. While the game's imagery is focused on open-wheel/Formula One racing, there's rally and stock cars available as well. The racing itself uses a top-down perspective.

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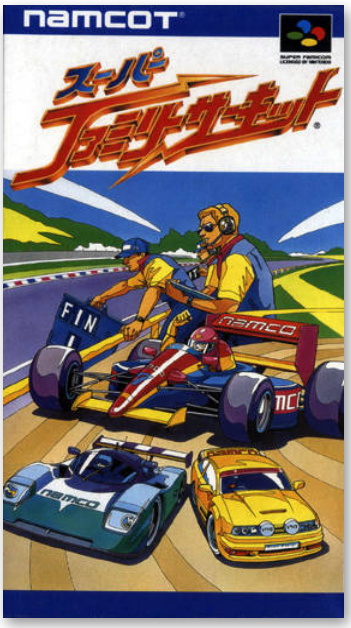

## Super Family Gerende

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Namco |
| **Release date** | (jp) February 1, 1998 |
| **Genre** | Sports |
| **Mode** | 1 Playe |

Super Family Gelände is a Japan-exclusive Skiing video game that was scheduled to sell as a Super Famicom game in 1995; however, it was sold instead as part of the Japanese Nintendo Power download game service, in 1998.

The game is the spiritual 2D ancestor to Namco's We Ski, released in 2008. There are time trials and eight slopes available from all over Japan.

## Super Famista 2

8.0

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) March 12, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Famista 2 is the sequel to Super Famista/Super Batter Up and part of the larger Famista (Family Stadium) series of baseball sims from Namco. Like its precursor, it has both an exhibition mode and a league mode, as well as options to customize a team. As with every Famista game prior, the athletes are presented as super deformed and the batting/pitching view is from directly behind the batter.

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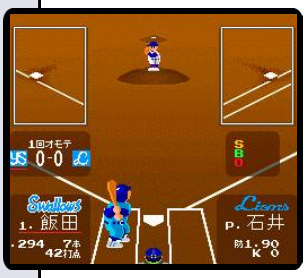

## Super Famista 3

9.5

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) March 4, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Famista 3 is the third of five Super Famicom games in Namco's Famista series of baseball sims. It followed Famista '94, the final NES Famista game, which was released in December 1993.

Like previous Famista games, the game has the license to use the Nippon Professional Baseball license, Japan's analog to MLB.

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## Super Famista 4

**Developer** Namco
**Publisher** Namco
**Release date** (jp) March 3, 1995
**Genre** Sports
**Mode** 1 Player

Super Famista 4 is another baseball game, published by Namco, which was released in Japan in 1995.

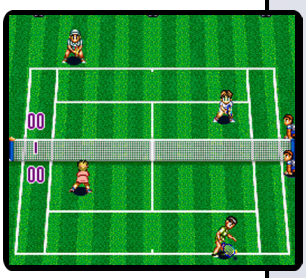
## Super Famista 5

**Developer** Namco
**Publisher** Namco
**Release date** (jp) February 29, 1996
**Genre** Sports
**Mode** 1 Player

Super Famista 5 is yet another baseball game, published by Namco, which was released in Japan in 1996.

## Super Final Match Tennis

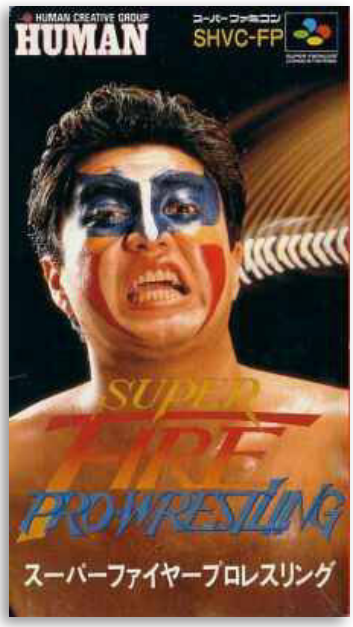
7.0



**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) August 12, 1994
**Genre** Sports
**Mode** 1-4 Players

Super Final Match Tennis is a multiplayer tennis game for the Super Famicom. It features 28 different tennis professionals (fourteen male, fourteen female) and can support up to four players with the multi-tap peripheral. Various modes, such as exhibition and tournament, are available to play through.

The gamem is a sequel to the highly regarded Final Match Tennis, released on the PC Engine in 1991.




## Super Fire Pro Wrestling

7.6

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) December 20, 1991 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

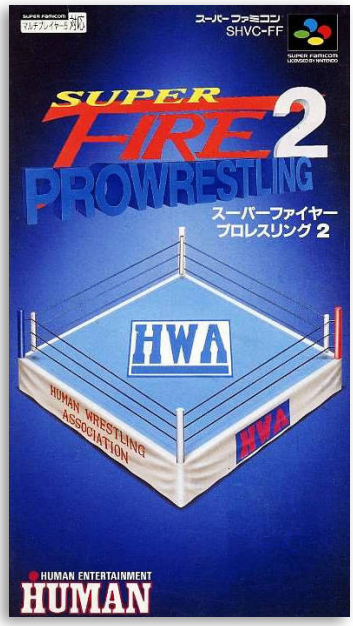
Super Fire Pro Wrestling is the first of eight Super Famicom games in Human's venerable wrestling series. As with the other games in the series, players assume the role of a fictionalized (but based on a real person) wrestler and compete with others in the ring, either in one-on-one matches or as part of a tag team. The gameplay is focused on performing timing-specific moves to wear down the opponent until they are weak enough to be successfully pinned.

## Super Fire Pro Wrestling: Queen's Special

7.3

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Super Fire Pro Wrestling: Queen's Special is a Japan-exclusive video game based on All Japan Women's Pro-Wrestling. This game features genuine female professional wrestlers from All Japan Women's Pro-Wrestling; unlike the non-Joshi Fire Pro games which featured carbon copies with false names.




## Super Fire Pro Wrestling 2

7.8

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) December 25, 1992 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Fire Pro Wrestling 2 is the second Super Famicom game in Human's long-running wrestling series, and the sixth overall. As with other games in the series, Super Fire Pro Wrestling 2 is notable for its deeply technical mechanics and timing-based grappling moves as well as featuring many wrestlers from across the world with assumed names, as Fire Pro Wrestling never acquired the licenses necessary to use their real names.

8.5

## Super Fire Pro Wrestling 3 Easy Type

**Developer** Human Club
**Publisher** Human Entertainment
**Release date** (jp) February 4, 1994
**Genre** Sports
**Mode** 1-2 Players

Due to complaints about Super Fire Pro Wrestling 3 Final Bout`s difficulty, Human released “Super Fire Pro Wrestling 3 Easy Type”, in this version there is no edit mode but all of the hidden wrestlers are unlocked.

8.2

## Super Fire Pro Wrestling 3 Final Bout

**Developer** Human Club
**Publisher** Human Entertainment
**Release date** (jp) December 28, 1993
**Genre** Sports
**Mode** 1-4 Players

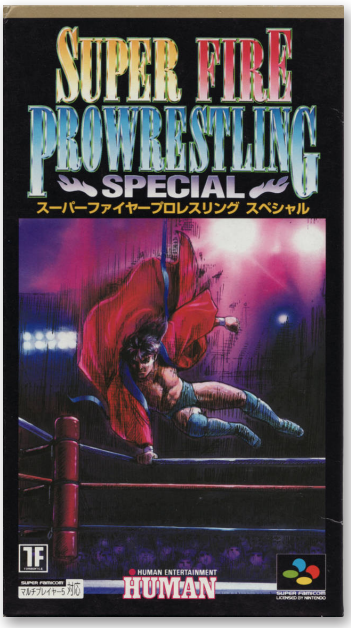
The action is once again presented in an isometric ring, and players must use timing-based button presses to effectively grapple and pin their opponents. The player can choose from a number of wrestlers, many of whom are from international circuits like the WWE and WCW, who are all homages to actual wrestlers under different names.

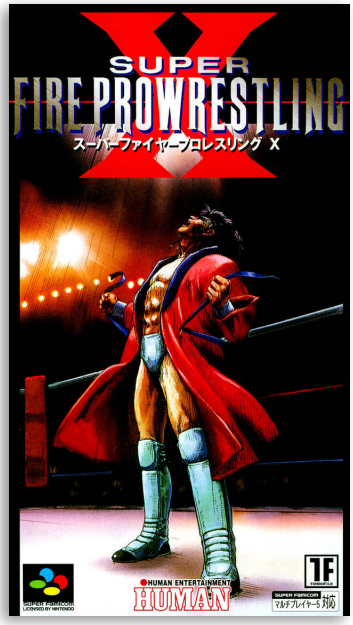
8.0

## Super Fire Pro Wrestling Special

**Developer** Human Club
**Publisher** Human Entertainment
**Release date** (jp) December 22, 1994
**Genre** Sports
**Mode** 1-4 Players

While the game did not stray from the the formula set by the prior Fire Pro Wrestling titles, it is well known for being the first game written by Goichi Suda, better known as Suda51, current CEO of Grasshopper Manufacturer. The story, especially the ending, was considered controversial both during its release and even still today.





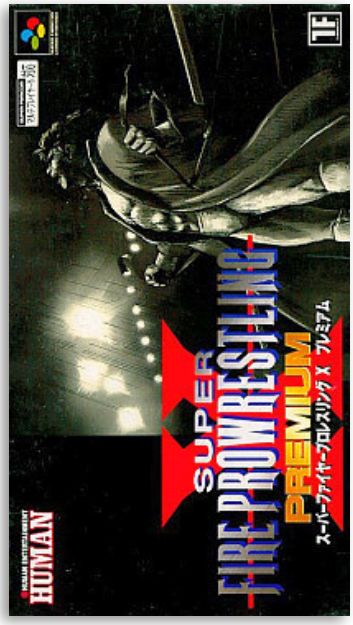

## Super Fire Pro Wrestling X

7.6

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Another wrestling game in the Super Fire ProWrestling series, developed by Human Club and published by Human Entertainment.

The series developed a significant U.S. following through the use of emulators, including fan-made translation patches to change Japanese text to English and convert the fake names of the wrestlers into their actual names.




## Super Fire Pro Wrestling X Premium

8.4

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

In this final appearance of Fire Pro series on 16-bit consoles, the usual roster of over 150 wrestlers from several wresting promotions worldwide including several styles from Shoot or Pancrase to American and Lucha are joined by 80 Create-a-wrestler slots, plus secret wrestlers such as legends Gotch or Thesz or the roster of Blazing Tornado.

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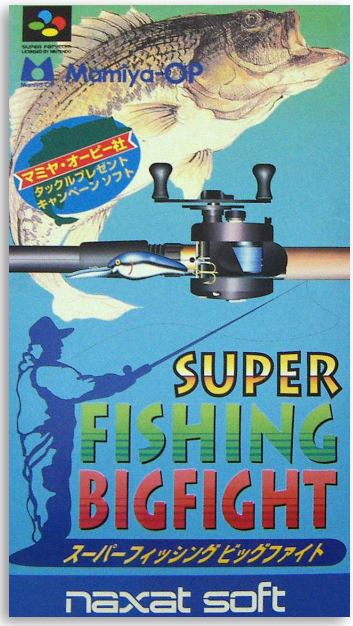



## Super Fishing: Big Fight

7.0

| | |
|---|---|
| **Developer** | Geo Factory |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The player, as an avid fisherman in a green backwards cap, is invited to participate in a multi-stage fishing contest that takes place across Japan.

The game uses a third-person behind-the-angler perspective, and the player can select a spot in each of the game's fishing areas and pick which direction to cast their line.

*"giantbomb.com"*

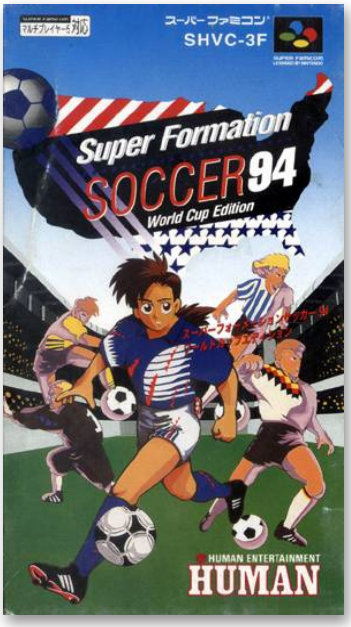
7.6

## Super Formation Soccer 94

**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) June 17, 1994
**Genre** Sports
**Mode** 1-4 Players

Super Formation Soccer 94: World Cup Edition is the third release of the original Super Formation Soccer video game, which was made specially for the 1994 FIFA World Cup.

There were many improvements over the previous two versions, one of the most important being the availability of choosing more teams.




7.1

## Super Formation Soccer 95: della Serie A

**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) March 31, 1995
**Genre** Sports
**Mode** 1-4 Players

Super Formation Soccer '95: della Serie A is an official licensed football video game that featured all clubs and footballers from the Italian Serie A (season 1994-95) and was released exclusively in Japan in 1995. It was licensed by Italian Football League and AIC (Associazione Italiana Calciatori). The game is based on the original video game Super Formation Soccer.

7.1

## Super Formation Soccer 95: della Serie A: UCC Xaqua

**Developer** Human Entertainment
**Publisher** Human Entertainment
**Release date** (jp) March 31, 1995
**Genre** Sports
**Mode** 1-4 Players

UCC Xaqua is an alternative editio-n. The UCC Xaqua version is a kind of promotional edition, the idea was to promote a energy drink called Xaqua with the participation or partnership of the Italian footballer Roberto Baggio, via a contest held in 1995 in which the participants had to correctly answer three questions and return the postcard. Only 3000 copies were distributed.

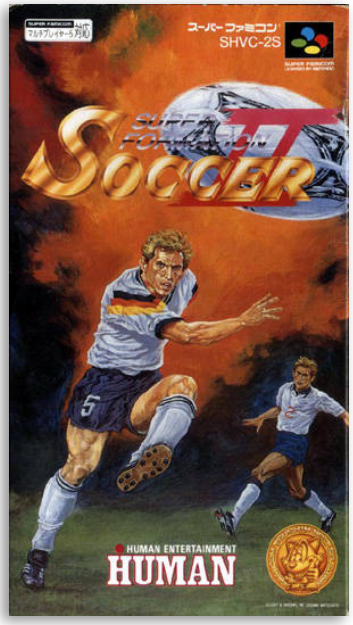
## Super Formation Soccer 96: World Club Edition

7.0

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) March 29, 1996 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Formation Soccer 96: World Club Edition is the last Super Famicom release of the original Super Formation Soccer video game.

This game featured 18 fictitious club teams from around the world, based on well-known teams of the time. The players names are also fictitious; for example, J. V. Pinto is spelled J. V. Minto.

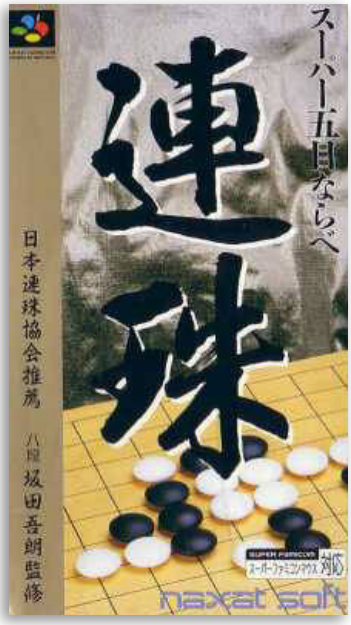



## Super Formation Soccer II

7.3

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) June 11, 1993 |
| **Genre** | Sports |
| **Mode** | 1-4 Players |

Super Formation Soccer II is the sequel to the original Super Formation Soccer video game, known as Super Soccer in Europe and North America, which was released exclusively in Japan in 1993. The most significant innovation over its prequel was the introduction of a four-player mode, and a battery backup to replace the passwords.




## Super Gomoku Narabe: Renju

8.0

| | |
|---|---|
| **Developer** | Naxat Soft |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

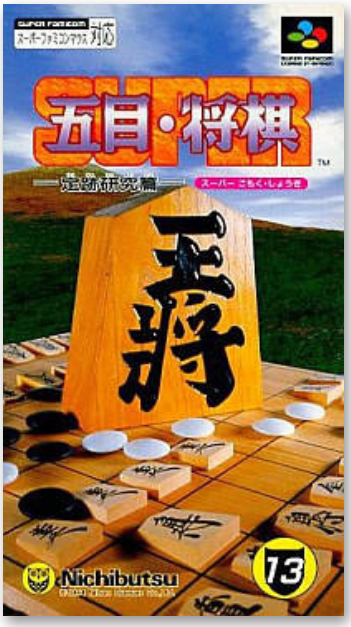
Super Gomoku Narabe Renju is a board game adaptation for the Super Famicom. The game is played with a Go board and pieces, but the goal is to simply line up five pieces horizontally, vertically or diagonally. The game has a few modes, including a tournament mode in which the player takes on CPU opponents of increasing difficulty.

7.0

## Super Gomoku Shougi

**Developer** Nichibutsu
**Publisher** Nichibutsu
**Release date** (jp) November 18, 1994
**Genre** Board game
**Mode** 1 Player

Super Gomoku Shogi is a two-in-one board game adaptation for the Super Famicom. The cart features both Shogi and gomoku (a tile game similar to Go in which the goal is to complete a line of five pieces). The game features a few options for both including the challenge level for the computer opponent and other parameters specific to either game.




6.9

## Super Gussun Oyoyo

**Developer** Kan's
**Publisher** Banpresto
**Release date** (jp) August 11, 1995
**Genre** Puzzle
**Mode** 1-2 Players

Super Gussun Oyoyo is a puzzle game that combines the falling block aspect of Tetris with the concept of guiding a wandering character as in Lemmings. The goal is to guide the character to the exit by forming a path. The method depends on the stage. Stairways can be built from falling block formations, rocks blocking the way can be destroyed by bombs, etc.

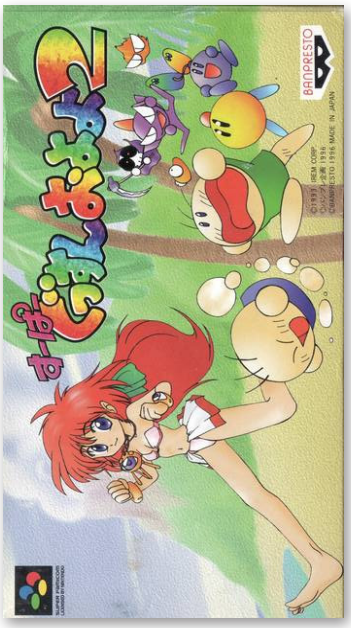
*"mobygames.com"*

6.2

## Super Gussun Oyoyo 2

**Developer** Kan's
**Publisher** Banpresto
**Release date** (jp) May 24, 1996
**Genre** Puzzle
**Mode** 1 Player

Super Gussun Oyoyo 2 is a Puzzle game, developed by Kan's and published by Banpresto, which was released in Japan in 1996.

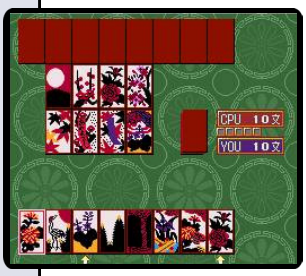


## Super Hanafuda

8.0

| | |
|---|---|
| **Developer** | Use |
| **Publisher** | I'Max |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Cards |
| **Mode** | 1 Player |

Super Hanafuda is a game that simulates hanafuda: a type of traditional card game where two players have to earn points by creating certain combos with the cards in their hand and the cards face-up on the table. Nintendo themselves are known for being producers of hanafuda cards before they eventually moved to video games, and many hanafuda simulators were created for Nintendo platforms to homage their history.

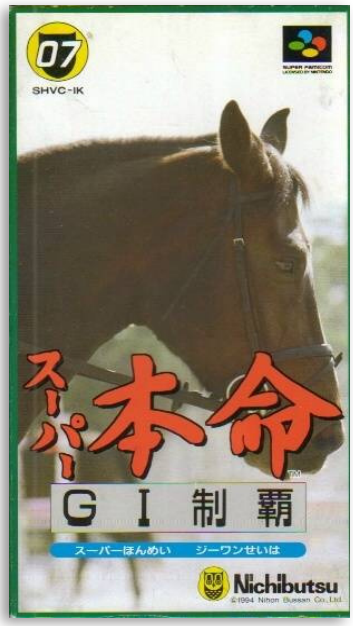


## Super Hanafuda 2

7.0

| | |
|---|---|
| **Developer** | Use |
| **Publisher** | I'Max |
| **Release date** | (jp) October 20, 1995 |
| **Genre** | Cards |
| **Mode** | 1 Player |

Super Hanafuda 2 is a hanafuda game, developed by Use and published by I'Max, which was released in Japan in 1995.




## Super Honmei: G1 Seiha

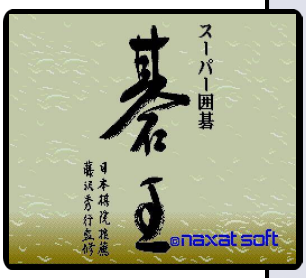
8.0

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) February 28, 1994 |
| **Genre** | Sports, Simulation |
| **Mode** | 1 Player |

Super Honmei: G1 Seiha (where G1 comprises the highest level of horse racing in Japan) is a horse-raising and racing game for the Super Famicom. The player must build a stable of racehorses and earn money by entering them in races.

Unlike its contemporaries Derby Stallion and Thoroughbred Breeder, Super Honmei was never followed up by a sequel.

6.0



## Super Igo Go Ou

**Developer** Naxat Soft
**Publisher** Naxat Soft
**Release date** (jp) April 8, 1994
**Genre** Board game
**Mode** 1 Player

Super Igo Go-ou is a Go game for the Super Famicom, released in 1994 by Naxat Soft. The game offers multiple options for Go enthusiasts, including a tournament mode and customization tools for board size and CPU skill.

*"giantbomb.com"*

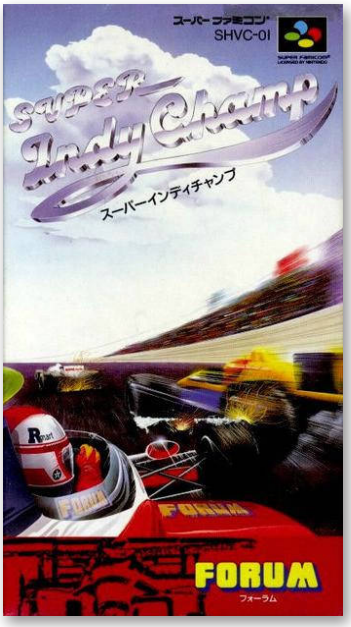
8.3

## Super Indy Champ

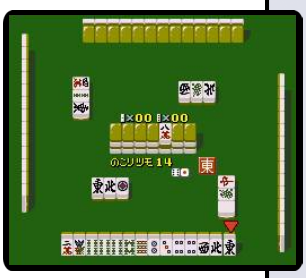
**Developer** Open System
**Publisher** Forum
**Release date** (jp) April 1, 1994
**Genre** Racing
**Mode** 1 Player

Super Indy Champ is based on the American Championship Car racing, an open-wheel racing circuit generally known as Indy Car Racing. The player character, named by the player, must keep winning races and grow in team rank against CPU opponents.

Among the various modes is a 500 Miles race, which is actually the Indianapolis 500: the race the American Championship Car circuit is best known for.

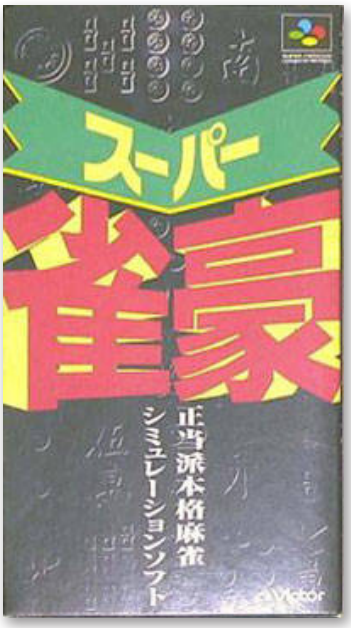



## Super Jangou



**Developer** "unknown"
**Publisher** Victor Interactive Software
**Release date** (jp) March 17, 1995
**Genre** Board game
**Mode** 1 Player

Super Jangou is a mahjong game, published by Victor Interactive Software, which was released in Japan in 1995.



## Super Jinsei Game

8.6

| | |
|---|---|
| **Developer** | Takara |
| **Publisher** | Takara |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Super Jinsei Game is a video game adaptation of Milton Bradley's The Game of Life board game. Up to four players take turns moving around the board, encountering events that either increase or decrease their current status. They must travel through childhood and various schools before they encounter adult problems like university and finding work. The player who earns the most money at the end is deemed the winner.

## Super Jinsei Game 2

5.0

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | Takara |
| **Release date** | (jp) September 8, 1995 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Super Jinsei Game 2 is another video game adaptation of Milton Bradley's The Game of Life game, developed by Kid and published by Takara, which was released in Japan in 1995.

## Super Jinsei Game 3

5.0

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | Takara |
| **Release date** | (jp) November 29, 1996 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Super Jinsei Game 3 is a board game, developed by Kid and published by Takara, which was released in Japan in 1996.

6.0

## Super Keiba

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | I'Max |
| **Release date** | (jp) August 10, 1993 |
| **Genre** | Sports, Gambling |
| **Mode** | 1 Player |

Super Keiba ("Super Horse Racing") is a horse racing simulation game from I'Max. The player can raise horses and bet on horse races, and a lot of technical options are available for enthusiasts of the sport.

*"giantbomb.com"*

## Super Keiba 2

| | |
|---|---|
| **Developer** | Tomcat System |
| **Publisher** | I'Max |
| **Release date** | (jp) May 19, 1995 |
| **Genre** | Sports, Gambling |
| **Mode** | 1 Player |

Super Keiba 2 is a Sports game, developed by Tomcat System and published by I'Max, which was released in Japan in 1995.

8.5

## Super Keirin

| | |
|---|---|
| **Developer** | Betop |
| **Publisher** | I'Max |
| **Release date** | (jp) July 14, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Cute anime-style graphics are employed throughout the game; stating that the premise of the game is less serious than other SNES cycling games. The game plays like a miniature version of a role-playing video game.

On release, Famicom Tsūshin scored the game a 23 out of 40.

## Super Kokou Yakyuu: Ichikyuu Jikkon

7.5

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | I'Max |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Koukou Yakyuu: Ichikyuu Jikkon is a baseball simulator based on the world of Japanese highschool baseball, similar to Magical Company's Koushien series. The player competes with other teams in their prefecture before eventually taking on teams from across Japan and eventually competing for the national cup.

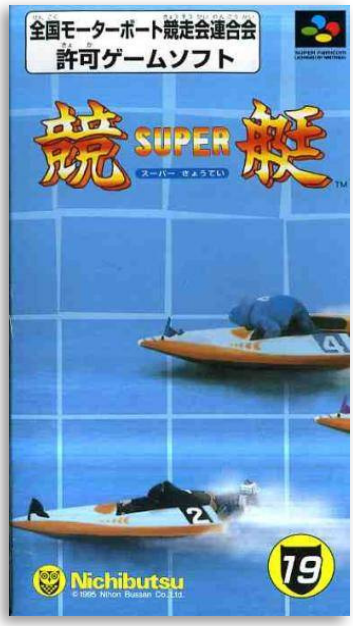
*"giantbomb.com"*

## Super Kyousouba: Kaze no Sylphid

9.0

| | |
|---|---|
| **Developer** | Magical Company |
| **Publisher** | King Records |
| **Release date** | (jp) October 8, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Kyousouba: Kaze no Sylphid is a horse racing simulation game. It is based on the Kaze no Sylphid manga. The game is part simulation management game and part racing game, as the player takes control of both the owner as he operates the day-to-day business of the ranch and as the young boy who eventually becomes Sylphid's jockey.




## Super Kyoutei

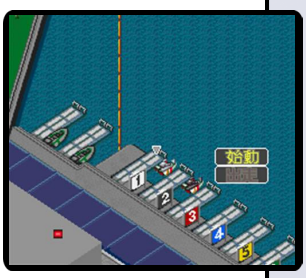
8.0

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super Kyotei ("Super Racing") is a 1995 Japan-exclusive video game for the Super Famicom. The game allows to compete in the Kyōtei races that are held all across Japan.

On release, Famicom Tsūshin scored the game a 20 out of 40.

7.0



## Super Kyoutei 2

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) April 26, 1996 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Super Kyoutei 2 is a Racing game, published by Nichibutsu, which was released in Japan in 1996. The sequel feature a few improvements over the last game.

9.5

## Super Kyuukyoku Harikiri Stadium

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Taito |
| **Release date** | (jp) December 3, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Kyuukyoku Harikiri Stadium ("Super Ultimate Excitement Stadium") is the first game in the Kyuukyoku Harikiri Stadium franchise that was released on the Super Famicom. Like its predecessors, it presents a view from behind the batter and switches to an overhead view of the field once the ball is hit.

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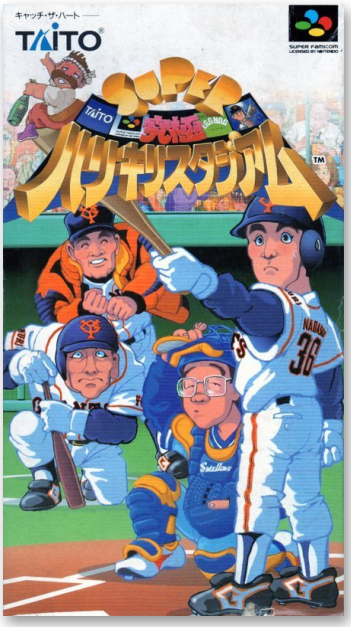


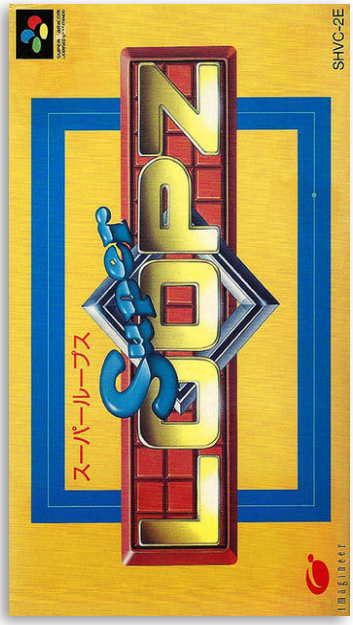

9.5

## Super Kyuukyoku Harikiri Stadium 2

| | |
|---|---|
| **Developer** | Nowpro |
| **Publisher** | Taito |
| **Release date** | (jp) August 12, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Kyuukyoku Harikiri Stadium 2 is a little more cartoonish and Arcade-like than its rivals, with everything moving along at a steady pace. The game also includes a number of Japanese professional teams.

It would be the last game in this series. Like its predecessor, it never saw a release outside of Japan.




## Super Loopz

9.0

**Developer** Graffiti
**Publisher** Imagineer
**Release date** (jp) March 4, 1994
**Genre** Puzzle
**Mode** 1 Player

Super Loopz is a revamped version of Loopz. Feature enhanced graphics and new musics, but the same gameplay: sort of Tetris encounter Pipe Dream. Tubes of random shapes drop on to a board, and by rotating and placing them players have to make shapes that join up in loops.

*"mobygames.com"*

## Super Mad Champ

8.0

**Developer** Givro
**Publisher** Tsukuda Original
**Release date** (jp) March 4, 1995
**Genre** Racing
**Mode** 1 Player

Super Mad Champ has similarities with the motorcycle video games Road Rash or Suzuka 8 Hours. The game engine is similar to the motorcycle levels of Shin Nekketsu Kōha: Kunio-tachi no Banka, it got released regardless, and even without Kunio, it is easy to spot the similarities on the character art. The player will especially experience the inspirations that the Kunio-kun series has on this video game during the second race.

## Super Mahjong

6.5

**Developer** I'Max
**Publisher** I'Max
**Release date** (jp) August 22, 1992
**Genre** Board game
**Mode** 1-2 Players

Super Mahjong is a Mahjong game that uses a two player version of the game rather than the usual four player set-up. The player selects from twelve computer opponents of various skill and tries to defeat them in points by winning high value Mahjong hands. Each opponent represents a country, and there is also a mode in which the player travels the globe taking down each opponent.

*"mobygames.com"*

7.0

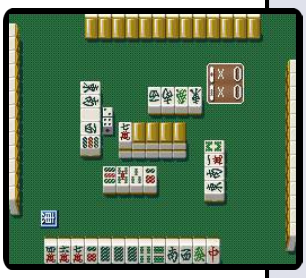
## Super Mahjong 2: Honkaku 4 Nin Uchi!

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) December 2, 1993 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

As its subtitle attests, Super Mahjong 2: Honkaku 4Jin Uchi allows for a full four-person game of mahjong as opposed to the two-person limitation of its predecessor.

The opponents are no longer based on real people, but are still somewhat comical in their implementation. The game also takes a leaf from Super Nichibutsu Mahjong's book by adding bunny girls to many of its menus.

6.0



## Super Mahjong 3: Karakuchi

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | I'Max |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Mahjong 3: Karakuchi is a mahjong game for the Super Famicom. It follows Super Mahjong and Super Mahjong 2 and offers a similar mahjong experience to its forebears. The player is able to create their own avatar, including portrait and age, and play against various CPU opponents in four-player games.

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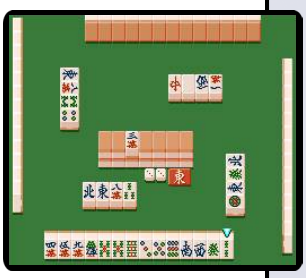
7.5



## Super Mahjong Taikai

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) September 12, 1992 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Mahjong Taikai ("Taikai" means "tournament" or "competition") is part of Koei's ongoing series of Mahjong Taikai games, which began with Mahjong Taikai for the NEC PC-9801 and Famicom. Unlike many early Mahjong games, Super Mahjong Taikai supports three CPU opponents rather than the truncated one-vs-one format that was an unfortunate necessity due to a lack of computing power.

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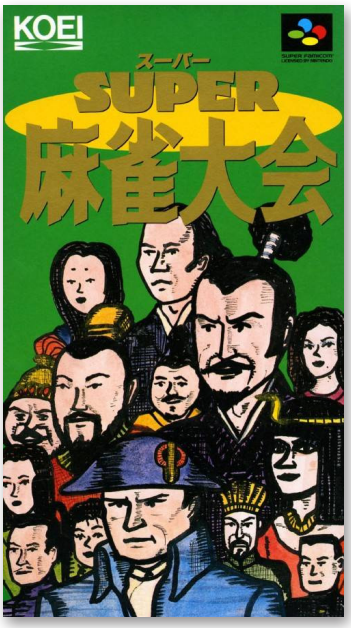
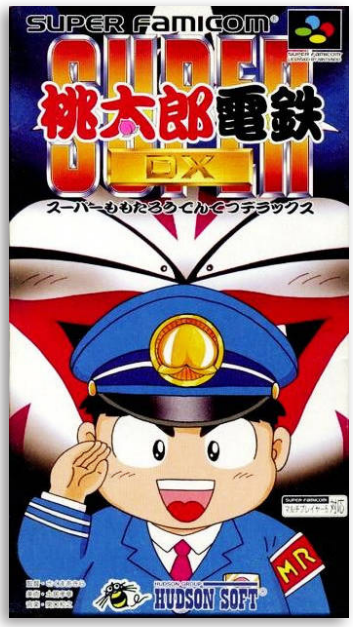





## Super Momotarou Dentetsu DX

7.8

| | |
|---|---|
| **Developer** | Make |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) December 8, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

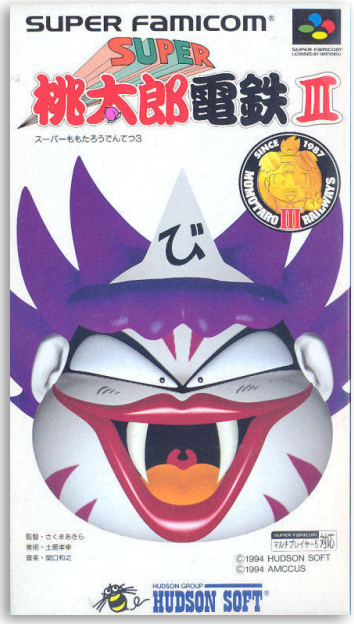
Super Momotarou Dentetsu DX is a board game, developed by Make and published by Hudson, which was released in Japan in 1995.

## Super Momotarou Dentetsu II

7.6

| | |
|---|---|
| **Developer** | Make |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) August 7, 1992 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Momotarou Dentetsu II is the second "Super" game in the long-running Momotarou Dentetsu series and the third overall. The games focus on each player's burgeoning real estate corporation, allowing the players to take turns and move their trains around the board to buy properties and trade resources. It plays similarly to the Parker Brothers board game Monopoly.




## Super Momotarou Dentetsu III

7.4

| | |
|---|---|
| **Developer** | Make |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) December 9, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Momotaro Dentetsu III is a 1994 Super Famicom release and the fourth game in Hudson's Momotaro Dentetsu series of train simulation board games. The Momotaro Dentetsu model received a multitude of small tweaks and additions in this fourth entry but otherwise plays identically to its predecessors.

*"giantbomb.com"*

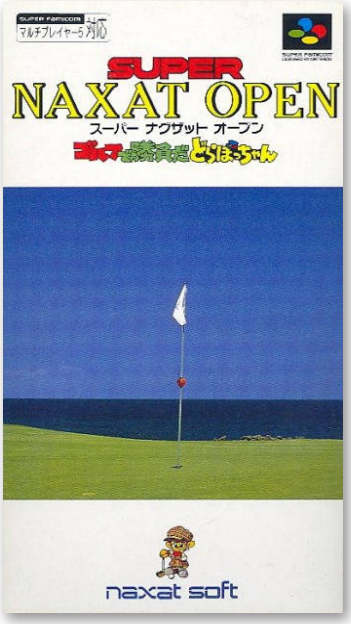
7.0

## Super Naxat Open: Golf de Shoubu da! Dorabocchan

| | |
|---|---|
| **Developer** | Kuusou Kagaku |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) March 18, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Naxat Open is the spiritual successor to Naxat Open, a golf game that Naxat published and lent their name to. The game uses the standard top-down perspective for golf games from this era.

It is unusual for the inclusion of Naxat's Dorabocchan ("Little Dorabo") character, best known as The Twisted Tales of Spike McFang in the US.




7.4

## Super Nazo Puyo: Ruruu no Ruu

| | |
|---|---|
| **Developer** | Compile |
| **Publisher** | Banpresto |
| **Release date** | (jp) May 26, 1995 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Super Nazo Puyo: Rulue no Roux is the fourth entry of the Nazo Puyo series to be released on dedicated gaming platforms. Like other Nazo Puyo games, Rulue no Roux removes Puyo Puyo's competitive gameplay, instead placing emphasis on the completion of several challenges. The game also features an RPG-like quest akin to its immediate predecessor Arle no Roux.

7.7

## Super Nazo Puyo Tsuu: Ruruu no Tetsuwan Hanjouki

| | |
|---|---|
| **Developer** | Compile |
| **Publisher** | Compile |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Super Nazo Puyo Tsuu: Rulue no Tetsuwan Hanjyouki is a Puzzle game, developed and published by Compile, which was released in Japan in 1996.

## Super Nichibutsu Mahjong

7.0

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Nichibutsu Mahjong is the first game in a series of Super Famicom Mahjong games from Nichibutsu. The player creates a profile, adding a name, gender, blood type and other personal details, and can then access various floors in the game's clubhouse building to play Mahjong with various CPU opponents. The player can select between two, three and four player modes.

## Super Nichibutsu Mahjong 2: Zenkoku Seiha Hen

8.0

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Nichibutsu Mahjong 2: Zenkoku Seiha Hen is another Mahjong game by Nihon Bussan. The player can create their own character and pit them against Mahjong players from all over Japan. In addition to the story and standard match modes, there is a quiz mode and a mode where the player relaxes in a Japanese tea parlor and discusses Mahjong with other customers.

## Super Nichibutsu Mahjong 3: Yoshimoto Gekijou Hen

7.0

| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Nichibutsu Mahjong 3 is the third of four Super Nichibutsu Mahjong games for the Super Famicom. It has two-, three- and four-player mahjong modes, though only one human player is allowed. The third game in the series cuts back on the salacious bunny girls of the first two, instead focusing on super deformed caricature portraits and comedy elements.

## Super Nichibutsu Mahjong 4: Kiso Kenkyuu Hen

**Developer** Nichibutsu
**Publisher** Nichibutsu
**Release date** (jp) September 27, 1996
**Genre** Board game
**Mode** 1 Player

Super Nichibutsu Mahjong 4: Kiso Kenkyu Hen is the fourth mahjong game, published by Nichibutsu, which was released in Japan in 1996.

7.4

## Super Ninja-kun

**Developer** Jaleco
**Publisher** Jaleco
**Release date** (jp) August 5, 1994
**Genre** Action-platformer
**Mode** 1-2 Players

Super Ninja-Kun is a graphically updated version of UPL's Ninja-kun Arcade games from the 1980s, which Jaleco had previously adapted for consoles.

As well as featuring 16-bit graphics the game now also features a story mode, bosses, an upgradable health gauge (the Arcade game only allowed Ninja-kun to take a single hit) and multiple weapon types.

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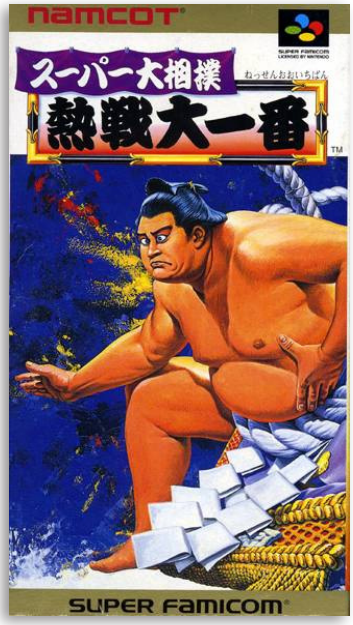
## Super Okuman Chouja Game

**Developer** "unknown"
**Publisher** Takara
**Release date** (jp) November 24, 1995
**Genre** Board game
**Mode** 1 Player

Super Okuman Chouja Game is a business strategy board game, published by Takara, which was released in Japan in 1995.




## Super Oozumou Netsusen Daiichiban

7.3

**Developer** Namco
**Publisher** Namco
**Release date** (jp) December 18, 1992
**Genre** Sports
**Mode** 1-2 Players

Super Oozumou Netsusen Dai-Ichiban is a sumo wrestling game from Namco that allows two players, two CPU players or one of each to compete in sumo wrestling matches that attempts to recreate the technical aspects of the martial art. Wrestlers grapple and try to overpower their opponent, changing up their holds and building power to push their opponents out of the ring.

## Super Pachi-Slot Mahjong

7.0

**Developer** Syscom
**Publisher** Nichibutsu
**Release date** (jp) April 28, 1994
**Genre** Gambling
**Mode** 1 Player

Super Pachi-Slot Mahjong is a slot machine/mahjong compilation that allows players to play either mode from the main menu. The player can unlock high-stakes versions of both games by winning sufficiently at the "normal" level. The game also features a lot of casino bunny suit girls, similar to Nihon Bussan's Super Nichibutsu Mahjong series.

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7.0

## Super Pachinko

**Developer** Betop
**Publisher** I'Max
**Release date** (jp) July 29, 1994
**Genre** Gambling
**Mode** 1 Player

Super Pachinko is a pachinko game. The game switches between a top-down mode, which features a protagonist walking around interacting with pachinko machines and NPCs, and the various pachinko machines the protagonist visits to win money.

The game features over 30 different pachinko machines, all of which require a slightly different approach.

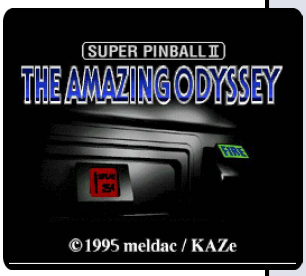
7.3

## Super Pachinko Taisen

**Developer** "unknown"
**Publisher** Banpresto
**Release date** (jp) April 28, 1995
**Genre** Gambling
**Mode** 1 Player

Super Pachinko Taisen is a pachinko game, published by Banpresto, which was released in Japan in 1995.

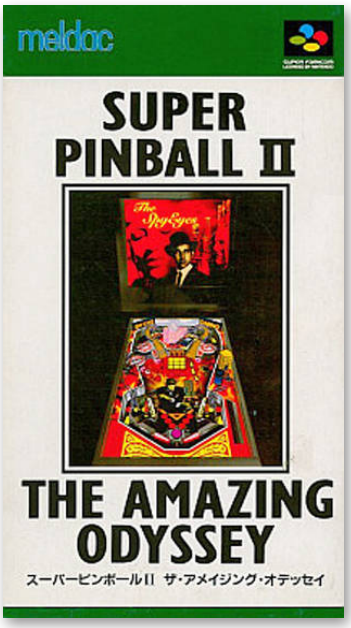
7.6

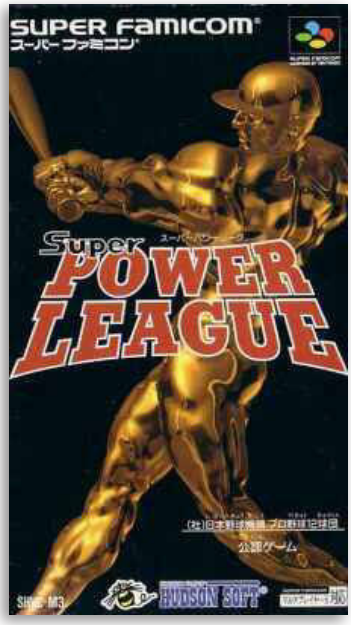


## Super Pinball II: Amazing Odyssey

**Developer** Kaze
**Publisher** Meldac
**Release date** (jp) March 17, 1995
**Genre** Pinball
**Mode** 1 Player

Super Pinball II: The Amazing Odyssey is the sequel to Super Pinball, this game has three different pinball tables. Unlike its predecessor, it was only released in Japan. The game was developed by Kaze and published by Meldac, which was released in Japan in 1995.






## Super Power League

8.0

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) August 6, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Power League is a baseball game from Now Production (a.k.a. Nowpro) and published by Hudson Soft for the Super Famicom in Japan only. The game uses large sprites for the batters and focuses a little more on realism than many of its more Arcade-ish peers. It includes a Home Run Derby mode, as well as a pennant race and all-star games.

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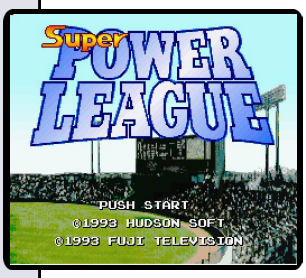

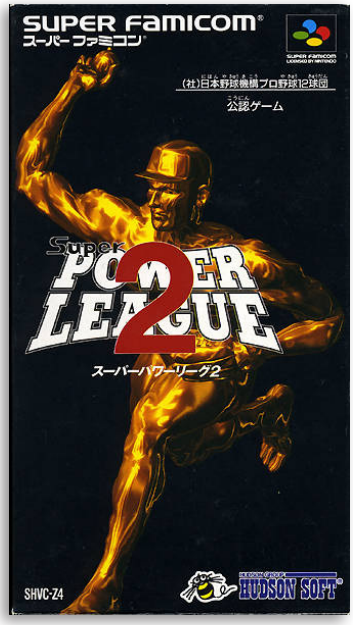


## Super Power League 2

7.5

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) August 3, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Power League 2 is a baseball game from Hudson Soft and part of their multi-platform Power League series. It is the second of four games made exclusively for the Super Famicom, all of which have the "Super" prefix.

Hudson would use elements of Super Power League 2 as the basis for The Sporting News: Baseball.

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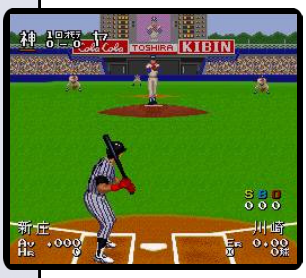
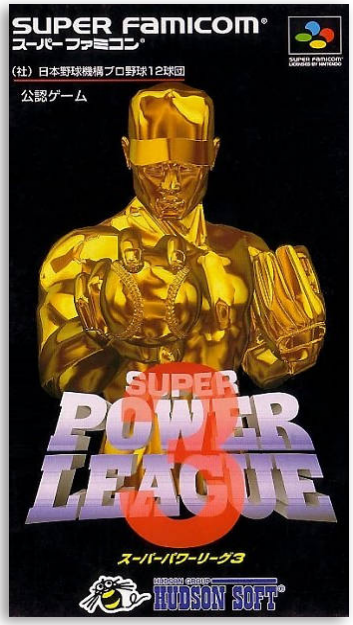


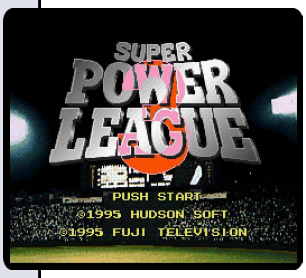




## Super Power League 3

| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) August 10, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Power League 3 is another baseball game, developed by Now Production and published by Hudson, which was released in Japan in 1995.

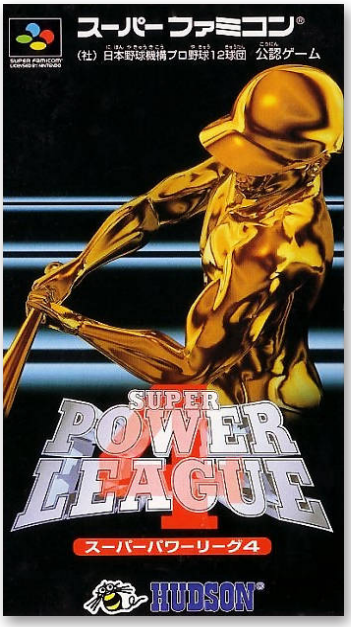
The five Super Power League series were all licensed by Fuji TV, using their commentators, but Super Power League 2 is the exception: instead, it used the sports commentators of TBS (Tokyo Broadcasting System).



## Super Power League 4

**Developer** Now Production
**Publisher** Hudson Soft
**Release date** (jp) August 9, 1996
**Genre** Sports
**Mode** 1 Player

Super Power League 4 is yet another baseball game, developed by Now Production and published by Hudson, which was released in Japan in 1996.



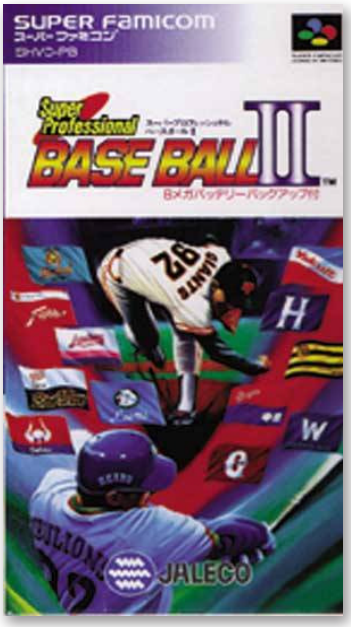

7.5

## Super Professional Baseball II

**Developer** Tose
**Publisher** Jaleco
**Release date** (jp) August 7, 1992
**Genre** Sports
**Mode** 1-2 Players

Super Professional Baseball II is the sequel to Super Professional Baseball.

Although Super Professional Baseball was the basis for the North American port called Super Bases Loaded, Super Professional Baseball II is a significantly different game than Super Bases Loaded 2. The end result of either winning a single game or winning the championship is fireworks followed by a ticker-tape parade.




7.4

## Super Puyo Puyo

**Developer** Compile
**Publisher** Banpresto
**Release date** (jp) December 10, 1993
**Genre** Puzzle
**Mode** 1-2 Players

Kirby's Avalanche is the Japanese release of Kirby's Ghost Trap. While the core gameplay remains the same, the Japanese and Western versions are drastically different cosmetically. As the story in Super Puyo Puyo is more focused on Arle and Carbuncle's adventures like the Madou Monogatari and Mega Drive Puyo Puyo versions, the Western version replaced them with Kirby characters to appeal to Western audiences.

## Super Puyo Puyo 2

7.5

**Developer** Compile
**Publisher** Compile
**Release date** (jp) December 8, 1995
**Genre** Puzzle
**Mode** 1-2 Players

Like other games in the Puyo Puyo franchise, Super Puyo Puyo 2 is a competitive tile-matching puzzle game where falling pieces must be placed alongside one another to form color combinations. If four or more pieces of the same color are placed next to each other, the chain of pieces disappears, freeing up space on one player's screen while introducing extra garbage pieces to the other player's screen.

## Super Puyo Puyo 2 Remix

7.9

**Developer** Compile
**Publisher** Compile
**Release date** (jp) March 8, 1996
**Genre** Puzzle
**Mode** 1-4 Players

The mayor differences between this "Remix" version and regular Super Puyo Puyo 2 is that players now can play 4 player multiplayer with bots. An Expert course is added to the game and other small minute changes.

## Super Real Mahjong PIV

9.5

**Developer** Affect
**Publisher** Seta Corporation
**Release date** (jp) March 25, 1994
**Genre** Board game
**Mode** 1 Player

Super Real Mahjong PIV is the sixth game in SETA Corporation's Super Real Mahjong title, but the fourth proper game in the series, hence the IV numeral. It features three female anime characters that the player can play one-on-one mahjong against.

The Arcade and computer versions (FM Towns, NEC PC-9801, Sharp X68000 and Windows) have some amount of cartoon nudity.

9.5

## Super Real Mahjong PV: Paradise: All-Star 4 Nin Uchi

| | |
|---|---|
| **Developer** | Seta Corporation |
| **Publisher** | Seta Corporation |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Real Mahjong PIV is a mahjong game, developed by Affect and published by Seta Corporation, which was released in Japan in 1994.

7.8

## Super Robot Taisen EX

| | |
|---|---|
| **Developer** | WinkySoft |
| **Publisher** | Banpresto |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Super Robot Taisen EX is the fourth game released in the Super Robot Taisen series, though is not a true sequel to the 3rd Super Robot Taisen but rather a spin-off. It begins the Masou Kishin storyline, which continues in Super Robot Taisen Gaiden: Masou Kishin - The Lord of Elemental and the Super Robot Taisen OG Saga entries.

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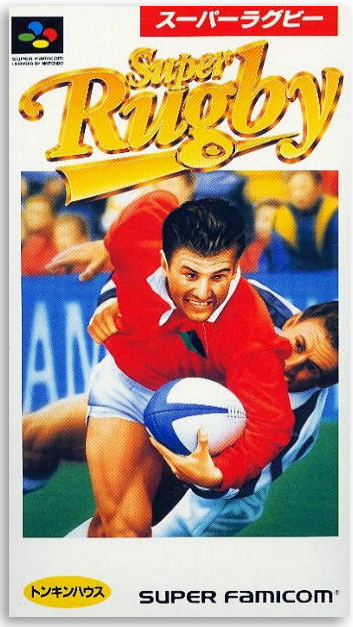
8.1

## Super Robot Taisen Gaiden: Masou Kishin: The Lord of Elemental

| | |
|---|---|
| **Developer** | WinkySoft |
| **Publisher** | Banpresto |
| **Release date** | (jp) March 22, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Masoukishin - Lord of Elemental focuses on the Masoukishin subplot of Super Robot Wars' Classic Timeline. Aside from Super Robot Wars EX, the plotline wasn't given much attention before; the main focus was on Bian Zoldark's Divine Crusaders and later the threat of the Inspectors and Guests.




## Super Rugby

6.3

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Tonkin House |
| **Release date** | (jp) October 21, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Super Rugby is a competitive Rugby Union game from TOSE and Tonkin House released in late 1994 for the Super Famicom. Despite featuring an internationally popular sport, the game was never localized or released outside of Japan. It is based on the real-life eponymous Rugby Union league that features teams from South Africa, Australia and New Zealand.

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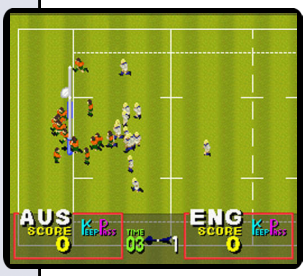


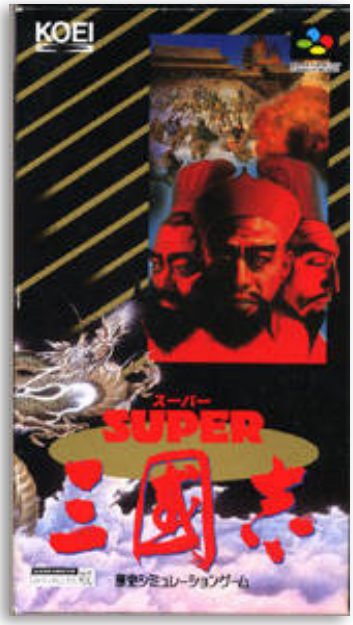


## Super Sangokushi

8.0

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) August 12, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Super Sangokushi is a revamped version of the original Sangokushi for the Super Famicom that was released in 1994. It was not the first Romance of the Three Kingdoms game for the system: it followed the 1991 Sangokushi II SFC release and 1992 Sangokushi III SFC release.

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## Super Shougi

7.0

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) June 19, 1992 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Shogi is a shogi game from I'Max Corp and the second Super Famicom game based on the popular Eastern variant of chess, after 1991's Shodan Morita Shogi. It was eventually followed up with two sequels: Super Shogi 2 and Super Shogi 3: Kitaihei.

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8.0

## Super Shougi 2

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | I'Max |
| **Release date** | (jp) June 17, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Shogi 2 is a shogi game for the Super Famicom. It is the second of three games in I'Max's SFC series of adaptations of the popular Japanese board game, sitting between 1992's Super Shogi and 1995's Super Shogi 3: Kitaihei.

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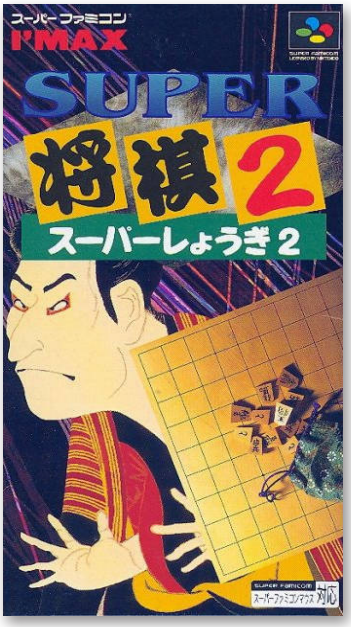
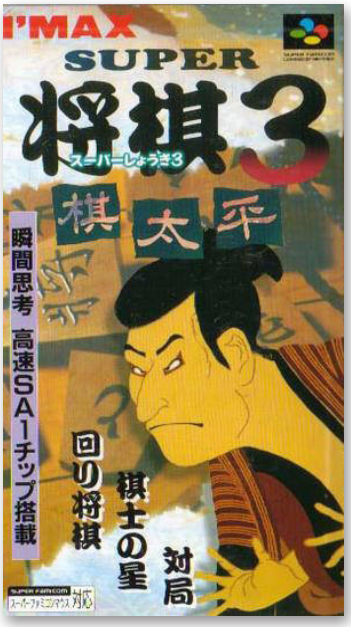



## Super Shougi 3: Kitaihei

| | |
|---|---|
| **Developer** | Gaibrain |
| **Publisher** | I'Max |
| **Release date** | (jp) December 29, 1995 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Shogi 3: Kitaihei is a shogi game, developed by Gaibrain and published by I'Max, which was released in Japan in 1995.

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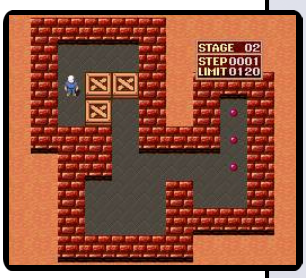


## Super Soukoban

| | |
|---|---|
| **Developer** | Thinking Rabbit |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) January 29, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Super Sokoban (or Soukoban) is a puzzle game in which the player must push crates around a maze to their designated storage area, ensuring they do not accidentally push a crate into a position where it cannot be recovered. Thinking Rabbit created the original game in 1982 on home computers, and Super Sokoban is the first Super Famicom game to follow the same blueprint.

## Super Tekkyuu Fight!

7.0

| | |
|---|---|
| **Developer** | Metro |
| **Publisher** | Banpresto |
| **Release date** | (jp) September 15, 1995 |
| **Genre** | Puzzle, Action |
| **Mode** | 1 Player |

Super Tekkyu Fight! is a Bomberman clone, developed by Metro and published by Banpresto, which was released in Japan in 1995.

## Super Tetris 2 + Bombliss

7.7

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Aside from including a traditional Tetris mode, Super Tetris 2 + Bombliss included Bombliss mode that featured bombs used to destroy surrounding pieces after a line was completed. It also included a Tetris "C Mode" in which the ground level blocks automatically rise after a set number pieces are destroyed.

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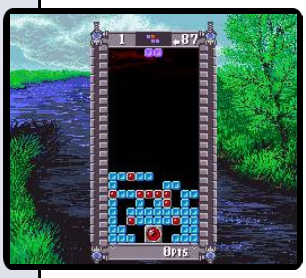
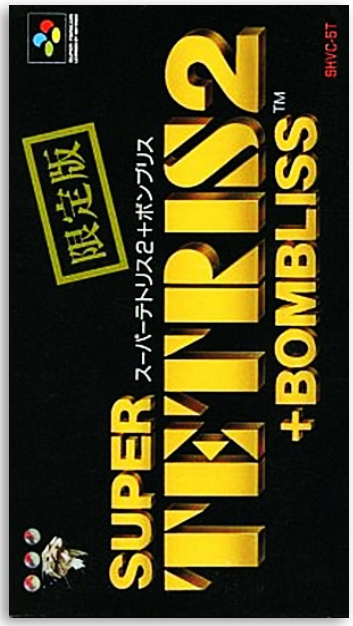


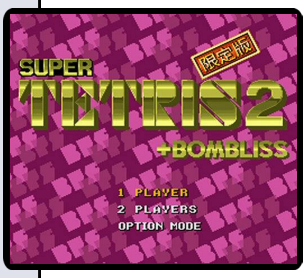


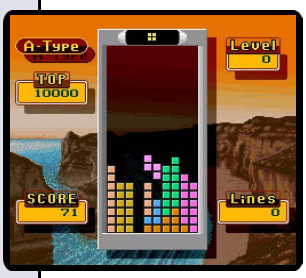

## Super Tetris 2 + Bombliss: Gentei Han

7.0

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) January 21, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Super Tetris 2 + Bombliss: Gentei Han is a slightly updated version of Super Tetris 2: Bombliss, given the subtitle Gentei Han (or "Limited Edition"). The game was developed by TOSE and published by Bullet Proof Software, which was released in Japan in 1994.



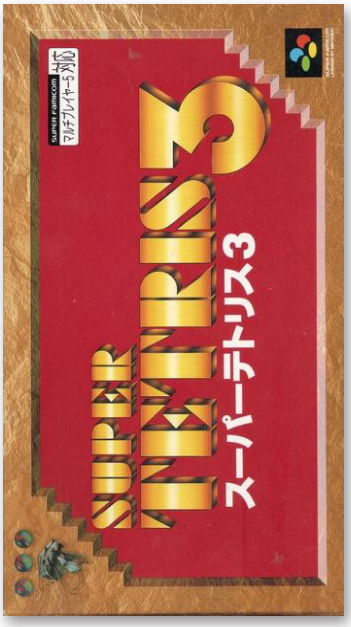



8.0

## Super Tetris 3

**Developer** Tose
**Publisher** Bullet Proof Software
**Release date** (jp) December 16, 1994
**Genre** Puzzle
**Mode** 1-4 Players

Super Tetris 3 is the second sequel to the Super Tetris series. It continues to add new modes, following Super Tetris 2's inclusion of the chain reaction-heavy Bombliss mode. Super Tetris 3 has three such bonus modes: Magicaliss, a colorful variant that introduces rainbow pieces and gray pieces. Sparkliss, which is a fantasy-themed variant of Bombliss. And Famliss, simply the game's name for its four-player multiplayer mode.




9.5

## Super Trump Collection

**Developer** "unknown"
**Publisher** Bottom Up
**Release date** (jp) April 21, 1995
**Genre** Cards
**Mode** 1 Player

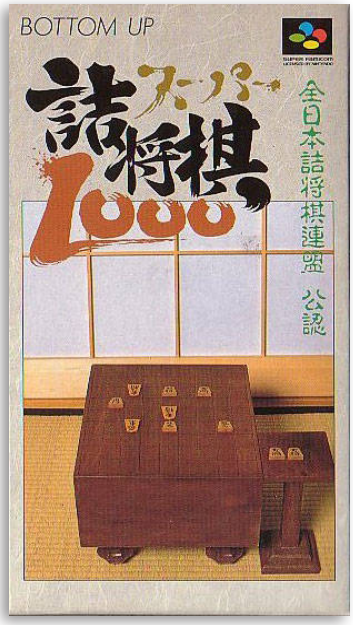
Super Trump Collection is a cards game, published by Bottom Up, which was released in Japan in 1995.

9.5

## Super Trump Collection 2

**Developer** "unknown"
**Publisher** Bottom Up
**Release date** (jp) July 19, 1996
**Genre** Cards
**Mode** 1 Player

Super Trump Collection 2 is a Miscellaneous game, published by Bottom Up, which was released in Japan in 1996.




## Super Tsume Shougi 1000

9.0

**Developer** "unknown"
**Publisher** Bottom Up
**Release date** (jp) December 16, 1994
**Genre** Board game
**Mode** 1 Player

Super Tsume Shogi 1000 is a shogi game, published by Bottom Up, which was released in Japan in 1994.

## Super Ultra Baseball 2

8.0

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) July 28, 1994
**Genre** Sports
**Mode** 1-2 Players

Super Ultra Baseball 2 is the fourth game in the Ultra Baseball (Baseball Simulator in North America) series. The game adds some new features compared to the previous titles.

This game has a new 16-bit engine with much improved graphics, lots of new batter and pitcher edit options and manager/team personalities.

## Super Uno

7.0

**Developer** Tomy Corporation
**Publisher** Tomy Corporation
**Release date** (jp) November 12, 1993
**Genre** Cards
**Mode** 1-2 Players

Super Uno is a card game for the Super Famicom and a recreation of the popular card game Uno. The player has a number of customization options for the number of players, special rules and other features. The game also has a bright cartoony style and a number of anime portraits for the players to use.

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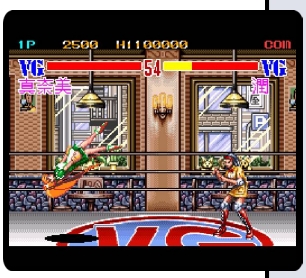
7.3



## Super V.G.

**Developer** TGL
**Publisher** TGL
**Release date** (jp) July 21, 1995
**Genre** Fighting
**Mode** 1-2 Players

Super V.G. - Variable Geo is an Japanese 2D fighting game, developed and published by TGL, which was released in Japan in 1995.

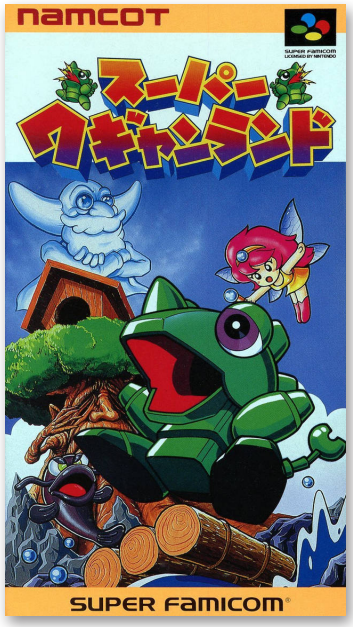
It focuses on an all-female martial arts competition where participants are required to promote various family restaurants by acting as waitresses when not fighting.

7.1

## Super Wagyan Land

**Developer** Nova Games
**Publisher** Namco
**Release date** (jp) December 13, 1991
**Genre** Action-platformer
**Mode** 1 Player

Super Wagyan Land is the first Super Famicom game in the Wagyan Land series from Namco, and the third game overall. As with the previous games, the player controls a dinosaur named Wagyan as he attempts to save his island home from Dr. Devil. Wagyan's only weapon is the sound waves he creates when he roars, which can only temporarily stun enemies rather than kill them.




7.0

## Super Wagyan Land 2

**Developer** Nova Games
**Publisher** Namco
**Release date** (jp) March 25, 1993
**Genre** Action-platformer
**Mode** 1-2 Players

Super Wagyan Land 2 is the second Super Famicom outing for Namco's diminutive dinosaur Wagyan. The game actually follows immediately after the third and final FamiCom entry, Wagyan Land 3, and continues the story from where it left off.

As with earlier games in the series, the goal is to get Wagyan to the end of each level, occasionally stopping to take part in mini-games.

## Super Wrestle Angels

5.8

**Developer** Great
**Publisher** Imagineer
**Release date** (jp) December 16, 1994
**Genre** Cards, Sports
**Mode** 1-2 Players

Super Wrestle Angels is a card game that frames its matches as wrestling bouts, with the cards representing powerbombs and other wrestling moves. Players select cards from their deck each turn: the player with the highest value card will get the drop on their opponent's wrestler, performing a move on them and sapping their stamina gauge.

*"giantbomb.com"*

## Super Yakyuu Michi

**Developer** Nippon Create
**Publisher** Banpresto
**Release date** (jp) January 26, 1996
**Genre** Sports
**Mode** 1 Player

Super Yakyuu Dou is a Sports game, developed by Nippon Create and published by Banpresto, which was released in Japan in 1996.

## Super Zugan: Hakotenjou Kara no Shoutaijou

7.0

**Developer** Electronic Arts Victor
**Publisher** Electronic Arts Victor
**Release date** (jp) February 11, 1994
**Genre** Board game
**Mode** 1 Player

Super Zugan: Hakotenjou kara no Shoutai is a 1994 Mahjong game based on an anime of the same name about the perpetually luckless protagonist Hideyuki Toyotomi, who gets dragged into mahjong games by his three degenerate companions and constantly loses in spite of the tiles he draws. "Zugan" is a mutated form of the Japanese phrase for "bad luck".

7.0

## Super Zugan 2: Tsukanpo Fighter

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | J-Wing |
| **Release date** | (jp) December 30, 1994 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Super Zugan 2: Tsukanpo Fighter allows the player to construct a four-person game out of one of the many characters from the anime and a setting of their choice. The game is distinctive for showing the opponents sitting around the table, remarking on bad plays and showing various emotions depending on how well they're doing.

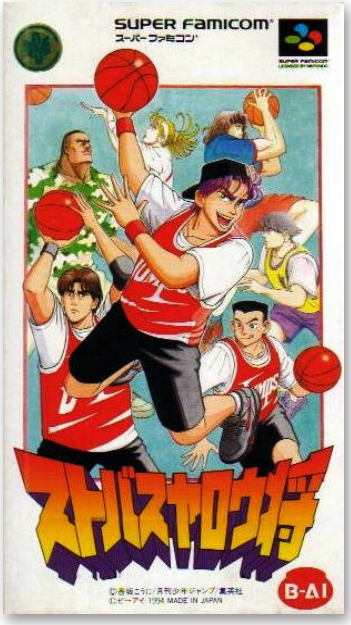
7.0

## Sutobasu Yarou Show: 3 on 3 Basketball

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | B-AI |
| **Release date** | (jp) February 25, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Sutobasu Yarō Shō is based on the manga series Sutobasu Yarō Shō by Kōji Kōsaka, which was serialized in the magazine Monthly Shōnen Jump.

Players compete in three-on-three street basketball games on six different courts: Square, Gym, Roof, Shovel, Slum, and Car. The game is set in the Southeastern United States.



## Super Momotarou Dentetsu DX - JR Nishi-Nihon Presents

| | |
|---|---|
| **Developer** | Make |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

This is a promotion version of the game from the Japanese Railroad company, thus the name JR. Presents.

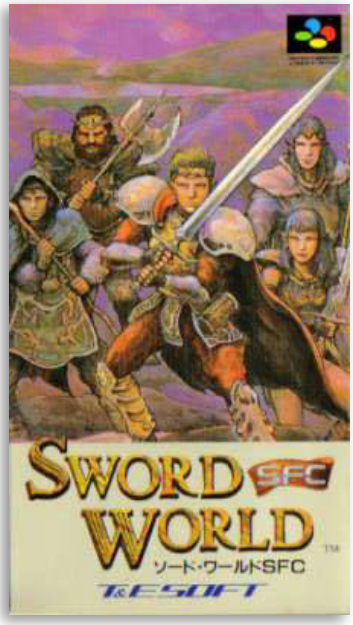
*"superfamicom.org"*

## Sutte Hakkun

7.7

| | |
|---|---|
| **Developer** | Nintendo R&D2, Indieszero |
| **Publisher** | Nintendo |
| **Release date** | (jp) June 25, 1999 |
| **Genre** | Platformer, Puzzle |
| **Mode** | 1 Player |

Sutte Hakkun falls into the category of a side-scrolling, level-based action puzzle game; a genre best represented by the Lode Runner series. The player controls Hakkun, and attempts to gather up the rainbow shards distributed across each level. A level is completed when the player finds all of the shards hidden in the level. Levels are arranged simplistically at the start of the game, but become highly complex and difficult near the end.




## Sword World SFC

7.1

| | |
|---|---|
| **Developer** | Group SNE |
| **Publisher** | T&E Soft |
| **Release date** | (jp) August 6, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Sword World SFC is a Super Famicom (the SFC in the title refers to the Super Famicom) adaptation of Sword World RPG, a fantasy RPG table-top game. The game is open-ended and intended for multiplayer play in order to recreate the table-top game as closely as possible. This also includes a faithful recreation of the table-top game's ruleset.

*"giantbomb.com"*

## Sword World SFC 2

8.5

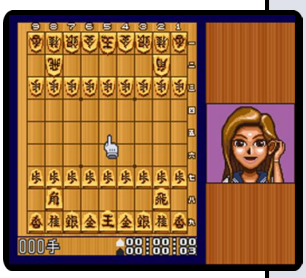
| | |
|---|---|
| **Developer** | Group SNE |
| **Publisher** | T&E Soft |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

A Super Famicom RPG based on a Japanese table-top game. It is the sequel to the original SFC Sword World and offers more questing for the player's customizable adventurers.

The player creates a character, assigns them stats (via randomized dicerolls) and skills, gives them a class and has them explore the world of Forcelia.

*"giantbomb.com"*

## Table Game Daishuugou! Shougi Mahjong Hanafuda

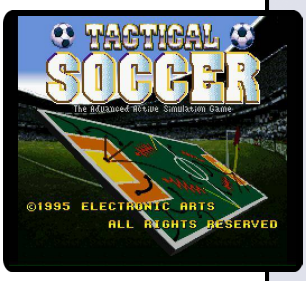


| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Varie |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Table Game Dai-Shuugo!! Shogi Mahjong Hanafuda is a board game, published by Varie, which was released in Japan in 1996.

5.0

## Tactical Soccer



| | |
|---|---|
| **Developer** | Electronic Arts Victor |
| **Publisher** | Electronic Arts Victor |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

The game can be considered as the sequel to Zico Soccer. Players must choose from 16 national soccer teams with skills ranging from an "A" letter grade (best) to an "E" letter grade (worst). There are 8 different formations to choose from and once the players have set their teams, during the gameplay they must use a tactical map to guide the football into the goal.

8.3

## Tactics Ogre: Let Us Cling Together

| | |
|---|---|
| **Developer** | Quest |
| **Publisher** | Quest |
| **Release date** | (jp) October 6, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Though Let Us Cling Together is the second entry released in the Ogre Battle franchise, it featured dramatically different gameplay than its predecessor. While Ogre Battle: The March of the Black Queen was more akin to a grand strategy RPG, Let Us Cling Together was a more intimate squad-based isometric tactical RPG.

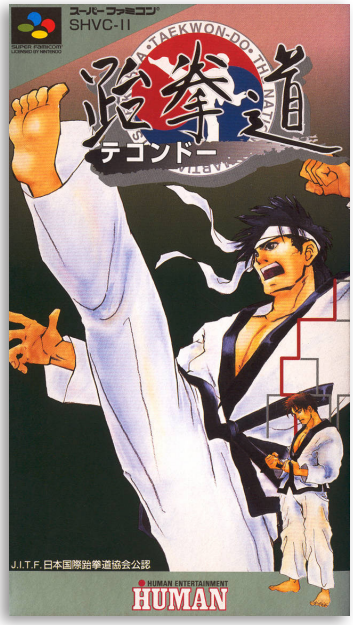
## Tadaima Yuusha Boshuuchuu Okawari

7.2

| | |
|---|---|
| **Developer** | Human Entertainment |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Board game |
| **Mode** | 1-4 Players |

Tadaima Yuusha Boshuuchuu Okawari followed a couple of other similar attempts to merge a fantasy RPG with a multiplayer board game; the most successful of which would become the Dokapon series. Up to four players take control of a hero each from a pool of twelve. Each has their own strengths and weaknesses.

*"giantbomb.com"*




## Taekwon-Do

7.8

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) June 28, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Taekwon-Do is based on real Taekwondo, using real attacks/techniques and tournament rules. All in all there are 19 different characters who all have their own stats and special moves, and players can also make their own customized fighter/character with unique abilities, etc. The fighting control is very simple with the standardized attack buttons and direction button attack button combinations.

## Taikou Rishinden

6.0

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) April 7, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Taikou Risshiden ("Taikou's Success Story", where Taikou usually refers to famous Sengoku figure Hideyoshi Toyotomi) is the first game in Koei's Taikou Risshiden series, which is an open-world game that allows the player to create their own character, assign them a role in Sengoku era society (samurai, merchant, etc.) and follow a storyline that changes based on their position and the decisions they make.

*"gaintbomb.com"*

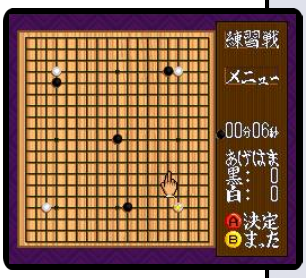
8.0

## Taikyoku Igo: Goliath

**Developer** Bullet Proof Software
**Publisher** Bullet Proof Software
**Release date** (jp) May 14, 1993
**Genre** Board game
**Mode** 1 Player

Taikyoku Igo: Goliath is a Go game from Bullet-Proof Software, developed and released exclusively for a Japanese audience. The Goliath in the title refers to Go playing software created by Dutch programmer Mark Boon, which was one of the earliest Go AIs that was able to defeat human professionals. He later adapted Goliath's code for NES hardware, and this is the version that was licensed by Bullet-Proof Software and integrated into this game.

5.5



## Taikyoku Igo: Idaten

**Developer** Bullet Proof Software
**Publisher** Bullet Proof Software
**Release date** (jp) December 29, 1995
**Genre** Board game
**Mode** 1 Player

Taikyoku Igo: Idaten is another Go game, published by Bullet Proof Software, which was released in Japan in 1995.

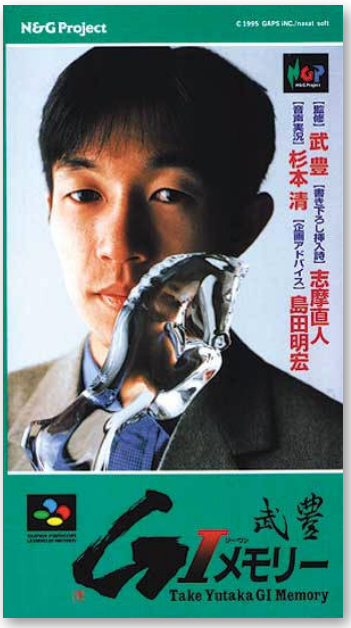
6.0

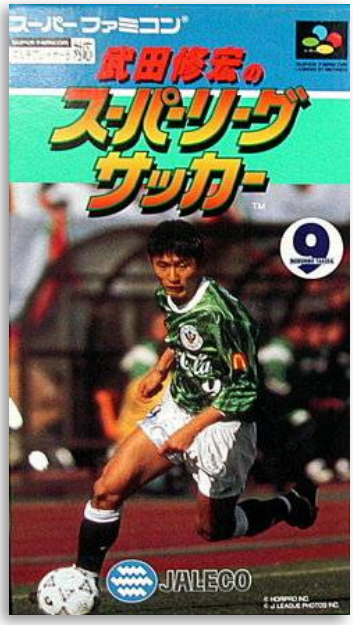
## Take Yutaka G1 Memory

**Developer** Gaps
**Publisher** Naxat Soft
**Release date** (jp) July 21, 1995
**Genre** Sports
**Mode** 1 Player

Take Yutaka G1 Memory is a Japan-exclusive Super Famicom horse racing simulation video game that was released in 1995. The game was endorsed by the Japanese jockey Yutaka Take.

On release, Famicom Tsūshin scored the game a 24 out of 40.






## Takeda Nobuhiro no Super League Soccer

8.0

**Developer** Tose
**Publisher** Jaleco
**Release date** (jp) November 25, 1994
**Genre** Sports
**Mode** 1-4 Players

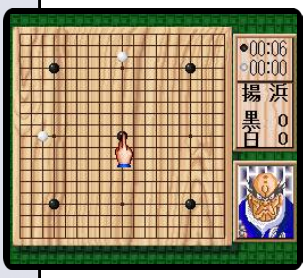
Takeda Nobuhiro no Super League Soccer is a soccer game licensed by Takeda Nobuhiro. The game is a sequel to Takeda Nobuhiro no Super Cup Soccer. It features club teams based on the top division of Japan Professional Football League J. League Division 1 (though unlicensed) instead of national teams.

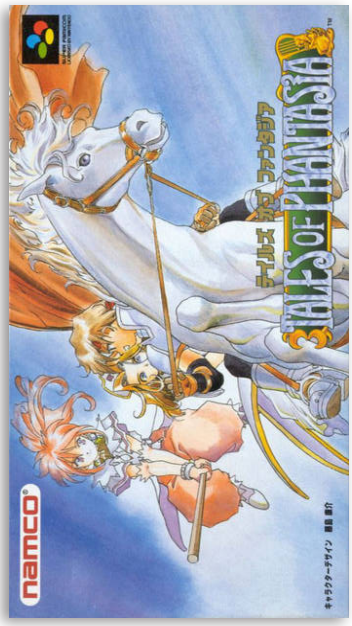
## Takemiya Masaki Kudan no Igo Taishou

7.2

**Developer** "unknown"
**Publisher** KSS
**Release date** (jp) August 11, 1995
**Genre** Board game
**Mode** 1 Player

Takemiya Masaki Kudan no Igo Taishou is a Go game, published by KSS, which was released in Japan in 1995.




## Tales of Phantasia

8.5

**Developer** Wolf Team
**Publisher** Namco
**Release date** (jp) December 15, 1995
**Genre** Role-playing
**Mode** 1 Player

Tales of Phantasia is a role-playing video game originally developed by Wolf Team as the first title in Namco's Tales series. As opposed to most other turn-based systems where the player controls the individual actions of every party member, in LMBS, the player only directly controls one main character. Other characters in the party can be set to passive mode, active mode and attack, or the player can often force the characters to move or use a spell from the pause menu.

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藤島　康介

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ミント　：かない　みか
アーチェ：こおろぎ　さとみ
クラース：井上　和彦
ダオス　：塩沢　兼人

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## Tamagotchi Town

6.0

| | |
|---|---|
| **Developer** | Marigul |
| **Publisher** | Bandai |
| **Release date** | (jp) May 1, 1999 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

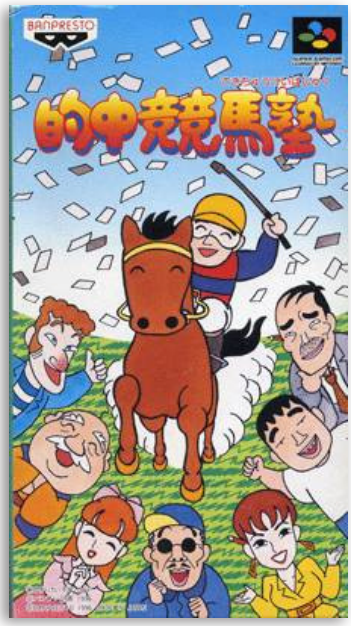
Tamagotchi Town is a is a society-based simulation in the Tamagotchi virtual pet series. The game was developed by Marigul and published by Bandai, which was released in Japan in 1999.

## Tarot Mystery

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Visit |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Tarot Mystery is a Super Famicom title that revolves around tarot divination and answering questions in Japanese.

The title is considered to be a simulation of an actual Tarot reading. Users only ask questions and look at cards. The cards used in the game are from the Rider-Waite deck, complete with violent images and nudity.




## Tekichuu Keiba Juku

9.5

| | |
|---|---|
| **Developer** | “unknown” |
| **Publisher** | Banpresto |
| **Release date** | (jp) January 19, 1996 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Tekichuu Keiba Juku is a Sports game, published by Banpresto, which was released in Japan in 1996.

7.1

## Tenchi Muyou! Game Hen

| | |
|---|---|
| **Developer** | Banpresto |
| **Publisher** | TamTam |
| **Release date** | (jp) October 27, 1995 |
| **Genre** | Role-playing, Strategy |
| **Mode** | 1 Player |

Tenchi Muyou! Game Hen is a turn-based game played from an isometric perspective. The game focuses entirely on fighting monsters within progressive worlds, all of which contain linear paths with predetermined battles. As such, the player does not freely roam or interact with the world. There are a total of 12 playable characters in the game: Tenchi, Ryoko, Ayeka, Mihoshi, Sasami, Mizuki, Ryo-Ohki, Katsuhito, Yukinojyo, Azaka, Kamidake and Washu.

## Tenchi wo Kurau: Sangokushi Gunyuuden

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Capcom |
| **Release date** | (jp) August 11, 1995 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Tenchi o Kurau: San Goku Shi Gunyuuden is a Strategy game, published by Capcom, which was released in Japan in 1995.

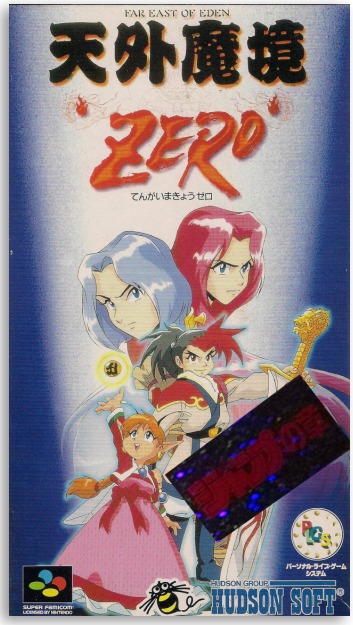
7.5

## Tengai Makyou Zero

| | |
|---|---|
| **Developer** | Red Company |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Tengai Makyō Zero is the fourth installment in the Tengai Makyō series. Like several games in the Tengai Makyou series, it is based on the novel "Far East of Eden".

The game is a turn-based role-playing game, featuring random battles. Battles are fought from an over-the-shoulder perspective, similar to games like Phantasy Star II and Phantasy Star IV: The End of the Millennium.




## Tengai Makyou Zero: Shōnen Jump no Shou

| | |
|---|---|
| **Developer** | Red Company |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Tengai Makyō Zero: Shōnen Jump no Shou is a special promotional version of the game, tied in with the Weekly Shōnen Jump magazine. Though it seemingly has very few differences from the original game (such as the title screen), the game is extremely rare and is quite possibly the most expensive Super Famicom game.

## Tenshi no Uta: Shiroki Tsubasa no Inori

6.0

| | |
|---|---|
| **Developer** | Telenet Japan |
| **Publisher** | Telenet Japan |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Tenshi No Uta: Shiroki Tsubasa no Inori is the third episode in the Tenshi no Uta RPG series, but is not a true sequel to the first and second episodes previously released on the PC Engine. Many members of Wolf Team were involved with this project. It is the first time that Wolf Team members worked with many workers getting transferred from the Riot subsidiary.

## Tetris Battle Gaiden

7.7

| | |
|---|---|
| **Developer** | Bullet Proof Software |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) December 24, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1-2 Players |

Tetris Battle Gaiden is a video game developed and published in 1993 by Bullet Proof Software for the Super Famicom. Released only in Japan, the game is a variant of the Tetris series involving multiplayer battles comparable to those of the Puyo Puyo and Columns series of puzzle video games.

5.8

## Tetsuwan Atom

**Developer** Zamuse
**Publisher** Banpresto
**Release date** (jp) February 18, 1994
**Genre** Action-platformer
**Mode** 1 Player

Tetsuwan Atom was the second video game to feature Astro Boy, the popular manga/anime character. The player takes control of Astro Boy. Astro Boy has a variety of attacks and moves to navigate through the levels. There are eight total levels in Astro Boy, most of which have an end boss that must be defeated to move on to the next level.

*"giantbomb.com"*

6.0

## Thoroughbred Breeder

**Developer** Hect
**Publisher** Hect
**Release date** (jp) August 27, 1993
**Genre** Simulation
**Mode** 1 Player

The Thoroughbred Breeder series focuses on raising horses for the purposes of racing, ensuring the right food and exercise is given to them and keeping track of their health and athletic ability. The games usually feature a mode where the player can watch horse races and bet on them for additional funds.

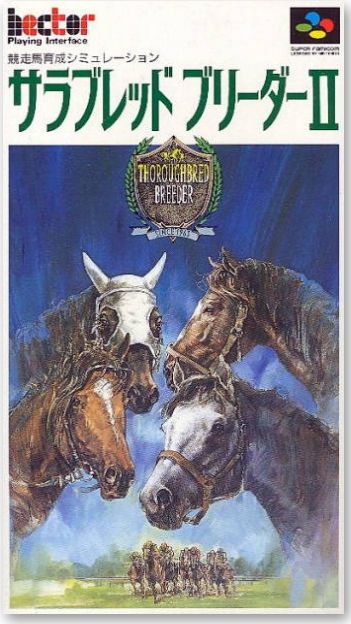
*"giantbomb.com"*

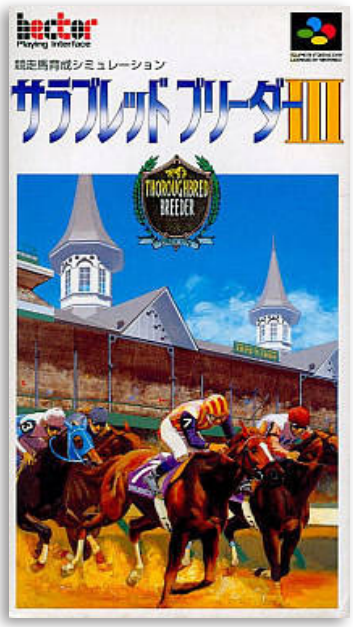
4.0

## Thoroughbred Breeder II

**Developer** Hect
**Publisher** Hect
**Release date** (jp) June 8, 1994
**Genre** Simulation
**Mode** 1 Player

Thoroughbred Breeder II is another game in the series, developed and published by Hect, which was released in Japan in 1994.






## Thoroughbred Breeder III

| | |
|---|---|
| **Developer** | Hect |
| **Publisher** | Hect |
| **Release date** | (jp) October 18, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Thoroughbred Breeder III is another Sports simulation game, developed and published by Hect, which was released in Japan in 1996.

## Thunderbirds: Kokusai Kyuujotai Juudou Seyo!

5.6

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Cobra Team |
| **Release date** | (jp) September 10, 1993 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Gerry Anderson's Thunderbirds: Kokusai Kyuujotai Juudou Seyo!! is a Japan-exclusive action shooter based on the UK marionette TV show Thunderbirds.

The game and TV show features an organization called International Rescue that quickly responds to disasters and emergencies across the world, through the use of five different high-tech vehicles.

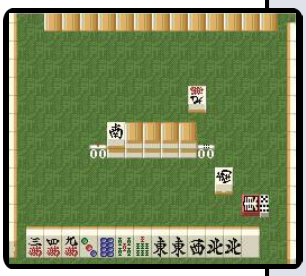
## Tokimeki Memorial: Densetsu no Ki no Shita de

7.1

| | |
|---|---|
| **Developer** | KCEO |
| **Publisher** | Konami |
| **Release date** | (jp) February 9, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Tokimeki Memorial is a dating sim by Konami and the first game in the Tokimeki Memorial series. First released for the PC Engine on May 27, 1994, it was ported to the Super Famicom. The port was drastically reduced in graphic and sound quality, but included an exclusive CD with a radio drama and new arrangement of the ending theme, "Futari no Toki".

7.0

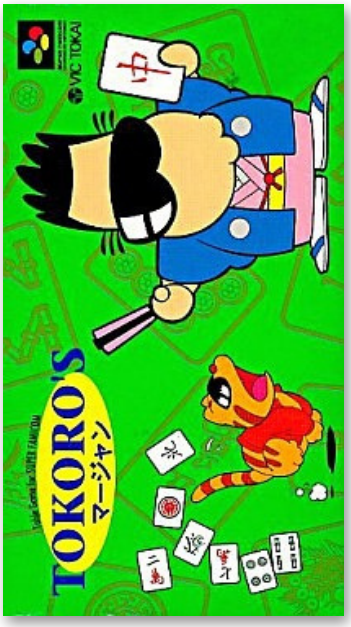


## Tokoro's Mahjong

**Developer** Syscom
**Publisher** Vic Tokai
**Release date** (jp) September 23, 1994
**Genre** Board game
**Mode** 1 Player

Tokoro's Mahjong is a mahjong game for the Super Nintendo featuring the Japanese comedian and musician George Tokoro (real name Takayuki Haga). It follows a series of Arcade games where Tokoro plays mahjong against a series of colorful characters.

The game features a freeplay mode where the player selects their opponents. There is also a story mode that intermittently features mahjong games.

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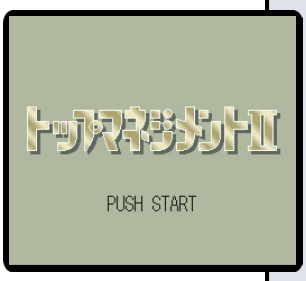
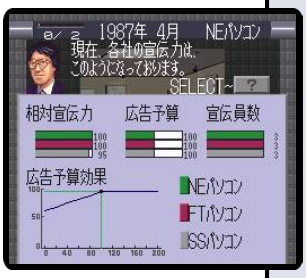



## Top Management II

**Developer** Koei
**Publisher** Koei
**Release date** (jp) February 11, 1994
**Genre** Strategy
**Mode** 1-3 Players

Top Management II is a multiplatform video game that emphasizes strategy and economic expansion. Players must keep their corporation profitable by any means possible as a corporate executive. Frequent corporate meetings keep players aware of what is happening within the company.

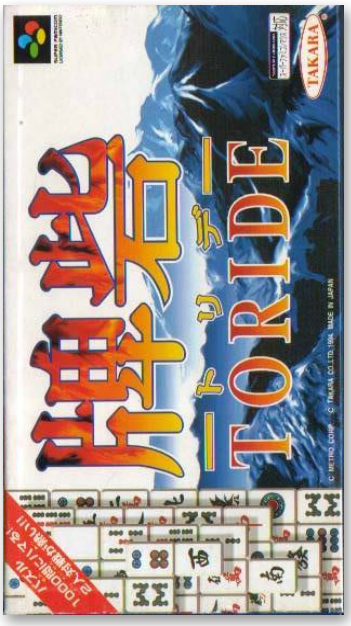
It is a sequel to Top Management for the FamiCom and NEC PC-9801.

## Toride

**Developer** Metro
**Publisher** Takara
**Release date** (jp) December 9, 1994
**Genre** Puzzle
**Mode** 1 Player

Toride was a Mahjong Solitaire variant that plays a little more like Freecell. Players can "hold" a limited number of tiles until matches become available.

As with mahjong solitaire, the player can only match identical tiles. The exception are the eight unique season and flower tiles, which can be paired off with any other season or flower (though it has to be two seasons or two flowers).

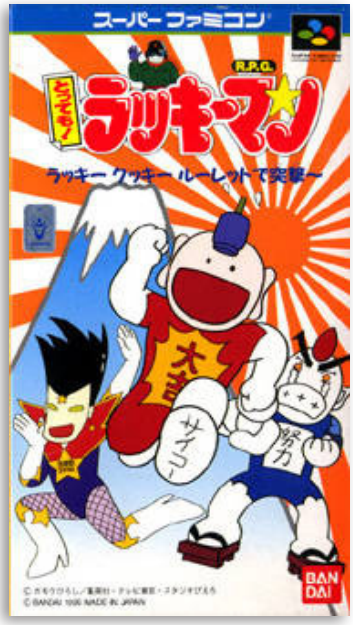


## Torneko no Daibōken: Fushigi no Dungeon

7.2

| | |
|---|---|
| **Developer** | Chunsoft |
| **Publisher** | Chunsoft |
| **Release date** | (jp) September 19, 1993 |
| **Genre** | Role-playing, Roguelike |
| **Mode** | 1 Player |

Torneko no Daibōken: Fushigi no Dungeon is the first game in the Mystery Dungeon series. This installment features Torneko (or Taloon, as he was known in North America), the merchant from Dragon Warrior IV. The game involves Torneko adventuring around in the "Mystery Dungeon" in search of items. The gameplay is similar to roguelike style PC games.




## Tottemo! Luckyman: Lucky Cookie Roulette Assault!!

1.0

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Tottemo! Lucky Man: Lucky Cookie Roulette de Totsugeki is a Role-Playing game starring Lucky Man from Shonen Jump, developed by Tom Create and published by Bandai, which was released in Japan in 1995.

## Touge Densetsu: Saisoku Battle

4.0

| | |
|---|---|
| **Developer** | Lenar |
| **Publisher** | Bullet Proof Software |
| **Release date** | (jp) March 15, 1996 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

Tōge Densetsu: Saisoku Battle is a Japan-exclusive Tōge-based racing game developed by Lenar and published by Bullet Proof Software for the Super Famicom, which was released in 1996. The gameplay takes place all over Japan.

7.8

## Tower Dream

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | ASCII |
| **Release date** | (jp) October 25, 1996 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Tower Dream is a board game, developed by C-Lab and published by ASCII Entertainment, which was released in Japan in 1996.

A sequel was released in 1998 for the PlayStation.

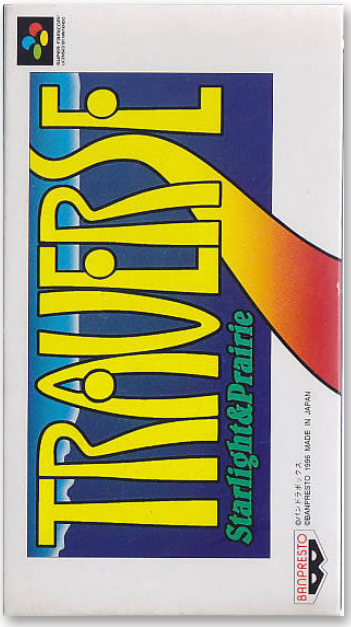
7.3

## Traverse: Starlight & Prairie

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) June 28, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Traverse: Starlight & Prairie is a non-linear, turn-based role-playing video game. It is the sequel to Soul & Sword, with a few returning characters.

After the tutorial, the player may freely walk around the world map to visit cities or discover hidden places. The objective is to find and accomplish all the quests in order to unlock the true ending. Throughout the adventure, thirty characters can join the team.



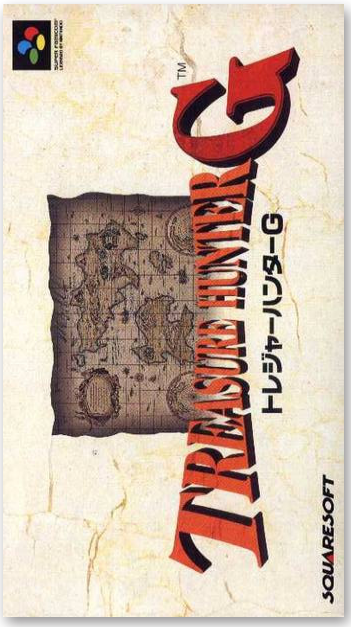

7.7

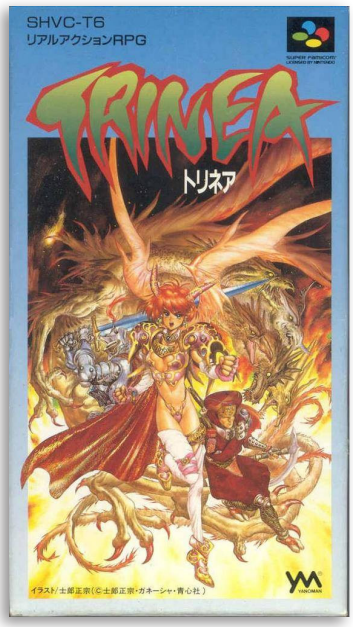
## Treasure Hunter G

| | |
|---|---|
| **Developer** | Sting |
| **Publisher** | Square |
| **Release date** | (jp) May 24, 1996 |
| **Genre** | Tactical role-playing |
| **Mode** | 1 Player |

Treasure Hunter G's gameplay is very typical of its time, consisting of two types of gameplay (adventuring and combat).

This was Square's final game for a Nintendo console, released a scant two weeks before they announced their departure from Nintendo, until the release of Chocobo Land: A Game of Dice for the Game Boy Advance in 2002, in Japan.



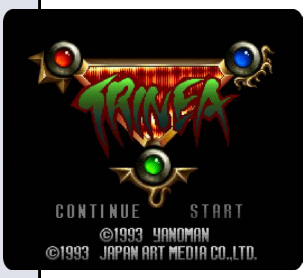


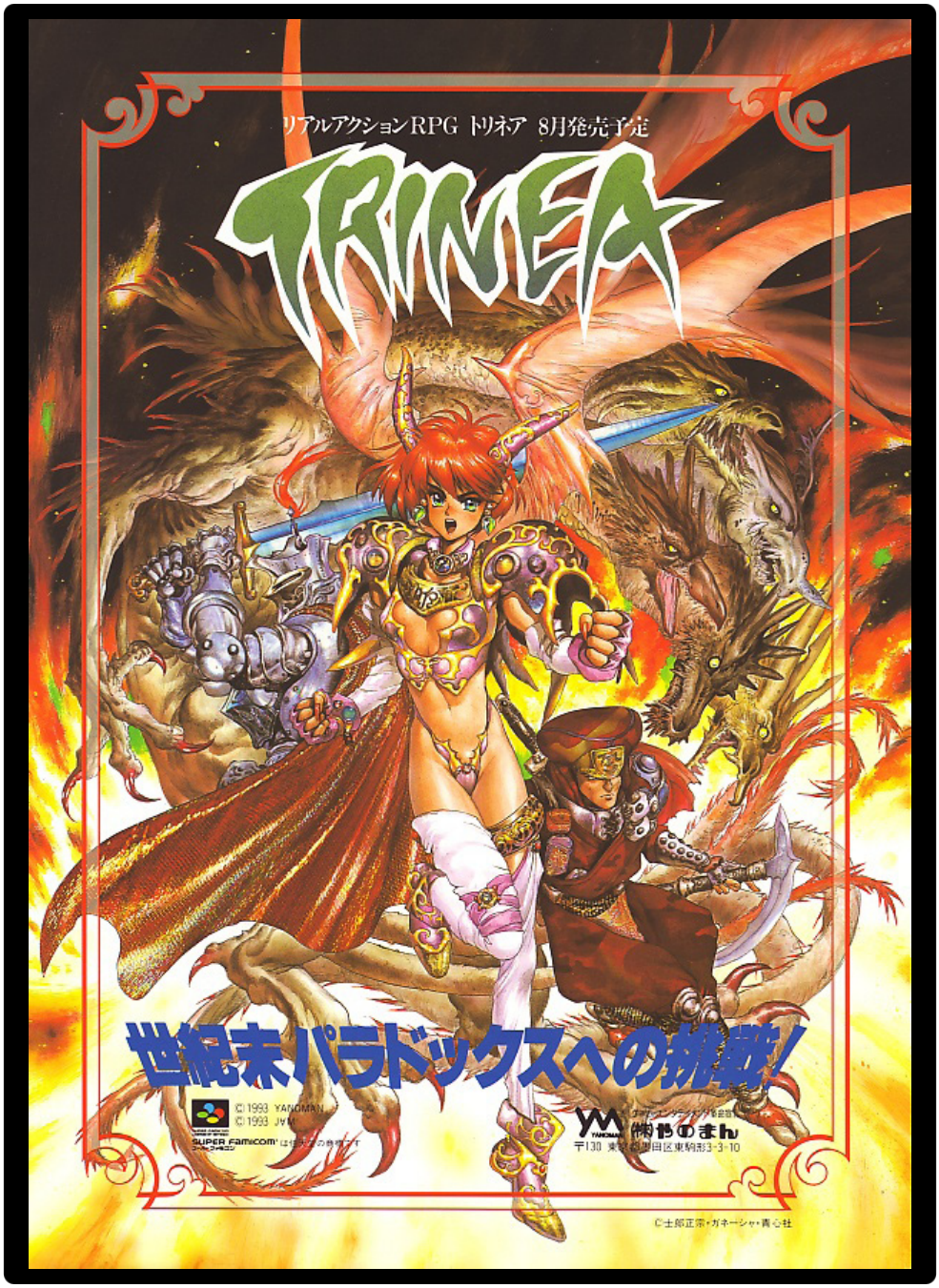

## Trinea

7.3

| | |
|---|---|
| **Developer** | Japan Art Media |
| **Publisher** | Yanoman |
| **Release date** | (jp) October 1, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Trinea is a Super Famicom role-playing game. Players get to select from three different characters; who have different attack, speed, and hit point levels. While players have little say in the actual movement of the characters, there will be options whether or not to charge into the enemies. Elements in this game involving fighting demons, magical rituals around pentagrams, and slaying dragons.





7.2

## Tsukikomori

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) March 1, 1996 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Tsukikomori is a sound novel, developed by Pandora Box and published by Banpresto, which was released in Japan in 1996.

7.5

## Tsuppari Oozumou: Risshinshusse Hen

| | |
|---|---|
| **Developer** | Tecmo |
| **Publisher** | Tecmo |
| **Release date** | (jp) March 26, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Tsuppari Oozumou: Risshin Shussehen is a sumo wrestling game and the sequel to Tecmo's Tsuppari Oozumou for the FamiCom. The player takes a sumo wrestler, names them and takes them through competitions to build their reputation and standing in the sumo world.

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6.8

## Tsuri Tarou

| | |
|---|---|
| **Developer** | Pack-In-Video |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) July 8, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Tsuri Tarou ("Fishing Taro") is a 1994 angling game for the Super Famicom from Pack-In-Video. It plays similarly to Natsume's Legend of the River King series in that the player character must start by catching smaller fish to pay for upgrades to land bigger fish and reach better fishing locales. Like the majority of Super Famicom fishing games, it was never localized for the US.

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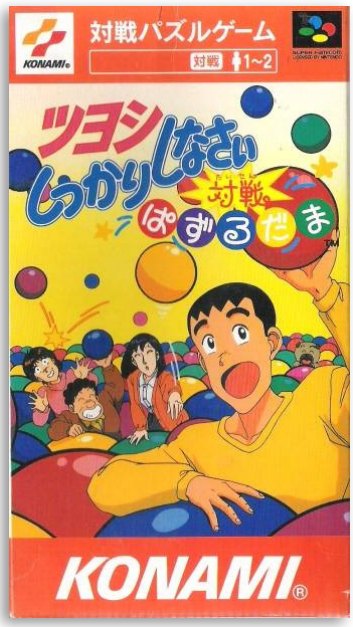
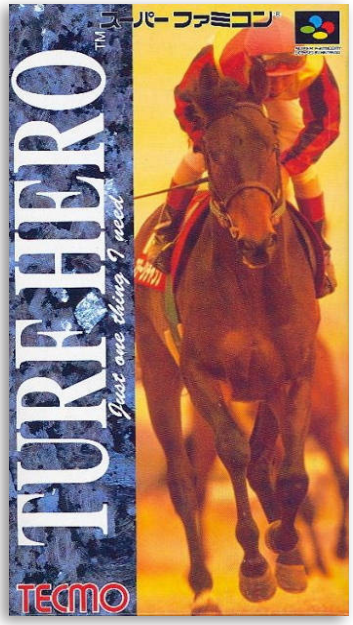



## Tsuyoshi Shikkari Shinasai: Taisen Puzzle-dama

7.6

**Developer** Konami
**Publisher** Konami
**Release date** (jp) November 18, 1994
**Genre** Puzzle
**Mode** 1-2 Players

Tsuyoshi Shikkari Shinasai Taisen Puzzle-Dama is a Super Famicom puzzle game from Konami. It features the cast of the manga and anime Tsuyoshi Shikkari Shinasai and Konami's own spin on Puyo Puyo: Taisen Puzzle-Dama. The goal of the game is to compete with a series of characters from Tsuyoshi Shikkari Shinasai depending on who the player selected.




## Turf Hero

**Developer** "unknown"
**Publisher** Tecmo
**Release date** (jp) March 21, 1995
**Genre** Sports
**Mode** 1 Player

Turf Hero is a Sports game, published by Tecmo, which was released in Japan in 1995.

## Turf Memories

**Developer** "unknown"
**Publisher** Bec
**Release date** (jp) February 24, 1995
**Genre** Sports
**Mode** 1 Player

Turf Memories is a Sports game, published by Bec, which was released in Japan in 1995.

5.5

## Uchū no Kishi: Tekkaman Blade

| | |
|---|---|
| **Developer** | AI |
| **Publisher** | Bec |
| **Release date** | (jp) July 30, 1993 |
| **Genre** | Fighting, Shooter |
| **Mode** | 1-2 Players |

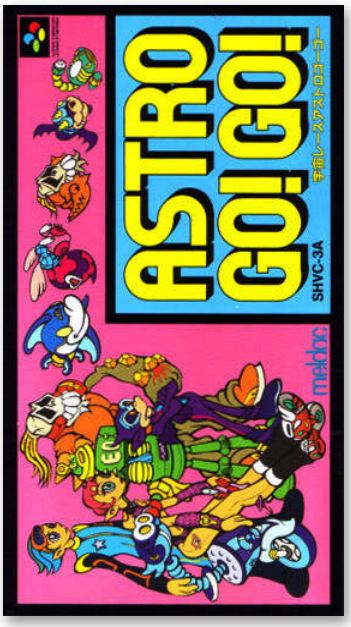
Uchuu no Kishi: Tekkaman Blade is a shoot 'em up game based on the anime of the same name, which was a 1990s relaunch of the original 1970s Tekkaman anime. It features a sword-wielding mech fighting to emancipate the Earth from the bug-like alien race known as Radam, who use the Tekkamen (transformed human captives) as their footsoldiers.

7.1

## Uchuu Race: Astro Go! Go!

| | |
|---|---|
| **Developer** | KAZe |
| **Publisher** | Meldac |
| **Release date** | (jp) February 25, 1994 |
| **Genre** | Racing |
| **Mode** | 1 Player |

Uchuu Race: Astro Go! Go! is a Japan-exclusive racing game. Unlike F-Zero, losing the race due to death (falling in pits, running out of energy, etc.) is impossible because the rescue vehicle is always available to rescue players. The services of the rescue vehicle are used when the player is stuck in an unrecoverable situation or when the player falls into the bottomless pit. Players have a choice between a time trial mode and a Grand Prix mode.




6.1

## UFO Kamen Yakisoban: Kettler no Kuroi Inbou

| | |
|---|---|
| **Developer** | Kid |
| **Publisher** | Den'Z |
| **Release date** | (jp) October 14, 1994 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

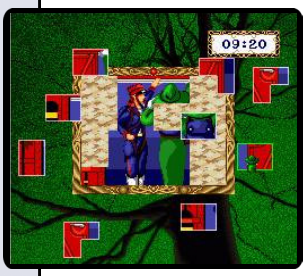
UFO Kamen Yakisoban is based on the main character, played by Michael Tomioka, in a series of TV commercials for "UFO" instant yakisoba noodles produced by Nissin Foods. The game was released in two versions, one with a drawing on the cover and another with pictures of the actors, changing only the end of the name of the game from one version to another.

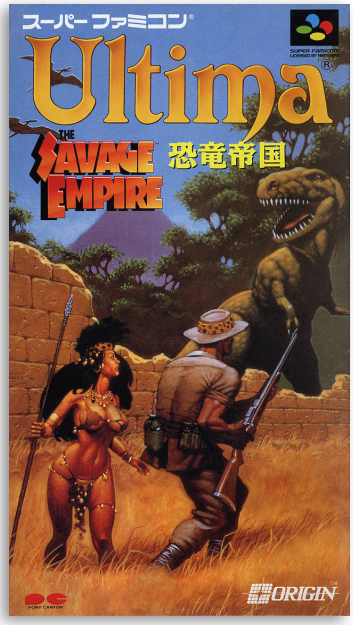
## Ugoku E Ver. 2.0: Aryol

6.6

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Altron |
| **Release date** | (jp) August 5, 1994 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Ugoku E Ver. 2.0: Aryol is a puzzle game published by Altron and developed by an unknown contract developer. It is a spiritual sequel to Altron's Olivia's Mystery, released earlier the same year. Like that game, Aryol features an ongoing story that is occasionally interrupted with a jigsaw puzzle the player must solve to continue the plot. The puzzle that the player must construct is constantly in motion, which can help and disorient the player in equal measure.



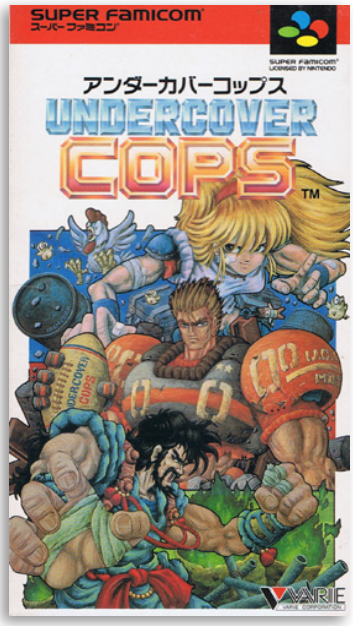

## Ultima: Kyouryuu Teikoku

6.5

| | |
|---|---|
| **Developer** | Origin |
| **Publisher** | Pony Canyon |
| **Release date** | (jp) July 28, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Worlds of Ultima: The Savage Empire is a role-playing video game set in the Ultima series. It is considered a "Worlds of Ultima" game, as it is not set in Britannia.

After the events in Ultima VI, the Avatar is transported by a friend's failed experiment with an obsidian "moonstone" to the otherworldly Valley of Eodon, a large jungle-like world filled with various tribes.




## Undercover Cops

7.2

| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Varie |
| **Release date** | (jp) March 3, 1995 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Undercover Cops is an arcade-style beat 'em up by Irem. It was Irem's first attempt in the modern beat 'em up genre that was founded by Capcom's Final Fight.

In the Super Famicom version, the player can adjust the number of lives and credits, as well as the skill setting. However, there is no two-player mode.

8.0

## Ultra Baseball Jitsumeiban

**Developer** Culture Brain
**Publisher** Micro Academy
**Release date** (jp) August 28, 1992
**Genre** Sports
**Mode** 1-2 Players

Ultra Baseball Jitsumeiban is the third game in the Ultra Baseball (Baseball Simulator in the USA) series. The game remains much the same as the previous 1991 Super Baseball Simulator 1.000 with some new additions. This title included real life players from the NPB league; the word Jitsumeiban means Real Player Version. Additionally a World Series championship and an All-Stars option was added to this version.

7.0

## Ultra Baseball Jitsumeiban 2

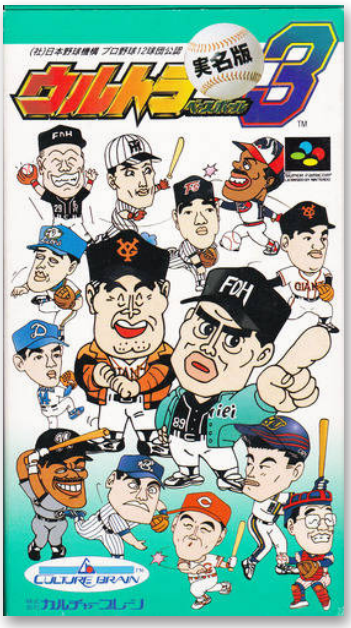
**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) December 22, 1994
**Genre** Sports
**Mode** 1-2 Players

It is the sequel to the original Ultra Baseball Jitsumeiban, which in turn followed Super Baseball Simulator 1.000. While from all appearances a standard Japanese baseball game - the view is behind the batter, the characters are depicted in a super deformed “chibi” style - but there exists “Ultra” teams that have superpowers that they can activate at any time. These powers allow players to hit harder, pitch faster and other useful bonuses.

## Ultra Baseball Jitsumeiban 3

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (jp) October 27, 1995
**Genre** Sports
**Mode** 1-2 Players

Ultra Baseball Jitsumeiban 3 is a Sports game, developed and published by Culture Brain, which was released in Japan in 1995.



## Ultra League: Moero Soccer Taisen

6.0

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Yutaka |
| **Release date** | (jp) July 28, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Ultra League: Moero! Soccer Daikessen!! ("Ultra League Moero! Roll-up Soccer!!") is a 1995 Japan-exclusive soccer-based video game released for the Super Famicom. The game features the Japanese super hero Ultraman, among other monsters and aliens.

On release, Famicom Tsūshin scored the game a 21 out of 40.

## Ultra Seven

6.1

| | |
|---|---|
| **Developer** | Bec |
| **Publisher** | Bandai |
| **Release date** | (jp) March 26, 1993 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Ultra Seven is a 2D one-on-one fighting game that uses characters from the tokusatsu TV show of the same name.

The game features a single-player story mode in which the player can sometimes choose which of Ultra Seven's capsule monsters to fight as, and a versus mode in which two players can duke it out.

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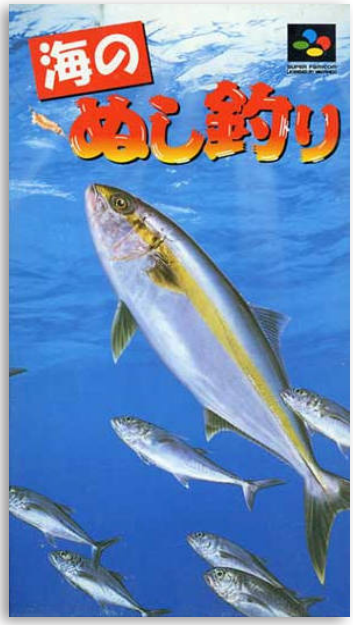


## Umi no Nushi Tsuri

7.1

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) July 19, 1996 |
| **Genre** | Role-playing, Sports |
| **Mode** | 1 Player |

Umi no Nushi Tsuri is a spin-off of the Kawa no Nushi Tsuri series, moving the action from the river to the sea. The game was published by Pack-In-Video, which was released in Japan in 1996.

7.8

## Umi Tsuri Meijin: Suzuki Hen

| | |
|---|---|
| **Developer** | A-Wave |
| **Publisher** | Electronic Arts Victor |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The game features sea fishing, with the player selecting venues - and then various spots within that venue - from which to catch various species of sea fish; the most prominent of which is the eponymous Suzuki.

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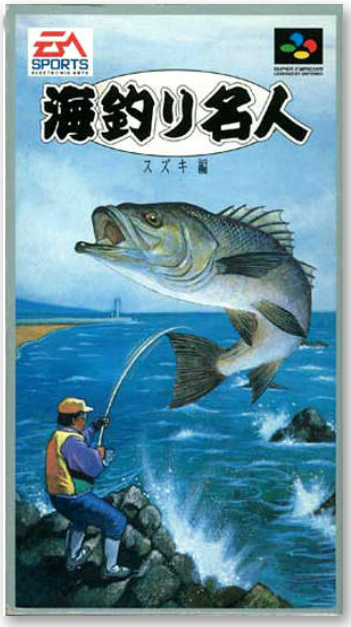
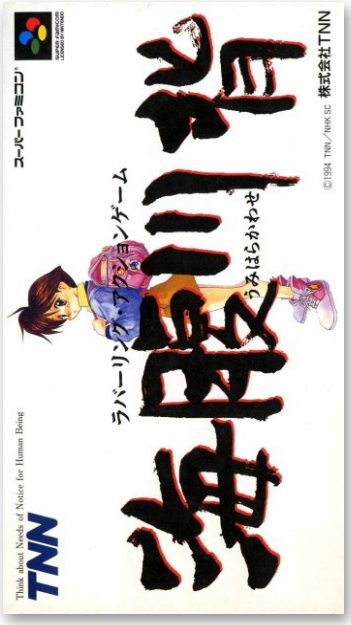



8.0

## Umihara Kawase

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | TNN |
| **Release date** | (jp) December 23, 1994 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Umihara Kawase is the first in a series of platform games, starring a nineteen-year-old Japanese school girl, Kawase Umihara, who has somehow become lost in a world of mutated salt-water and fresh-water creatures. She wears her school uniform along with a bright pink rucksack. The Umihara Kawase games' main distinction are their tranquil fish and bird infested worlds and the rope physics, which defines the gameplay.




4.8

## Ushio to Tora

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Yutaka |
| **Release date** | (jp) January 25, 1993 |
| **Genre** | Beat 'em up |
| **Mode** | 1 Player |

Ushio to Tora, game based on the manga of the same name, is a side-scrolling brawler with short stages that culminate in boss fights with other youkai, similar to the Super Famicom GeGeGe no Kitarou game. The player can choose between Ushio and Tora to control, and each controls slightly differently: Ushio has greater range with the spear and can create shockwaves, while Tora is a powerhouse up close with his claws and can summon bolts of lightning.

## Verne World

6.7

| | |
|---|---|
| **Developer** | Dual |
| **Publisher** | Banpresto |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Verne World revolves around the main character being trapped in a theme park based around the works of Jules Verne such as A Journey to the Center of the Earth and Twenty Thousand Leagues Under the Sea.

While players start out as incredibly incompetent in battle, they eventually start hitting the target monsters more frequently after leveling up.

## VS. Collection

8.6

| | |
|---|---|
| **Developer** | Bottom Up |
| **Publisher** | Bottom Up |
| **Release date** | (jp) November 29, 1996 |
| **Genre** | Action |
| **Mode** | 1 Player |

Vs. Collection is a party game, developed and published by Bottom Up, which was released in Japan in 1996.

7.5

## Wagyan Paradise

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) December 16, 1994 |
| **Genre** | Action |
| **Mode** | 1 Player |

Wagyan Paradise is the third Wagyan Land game for the Super Famicom and the sixth game in the series overall. It features two new "Wagyan" dinosaur protagonists who alternate between stages.

The game introduces a brand new array of post-level mini-games, a staple of the series, and adds more story cutscenes. It also has a new art style.

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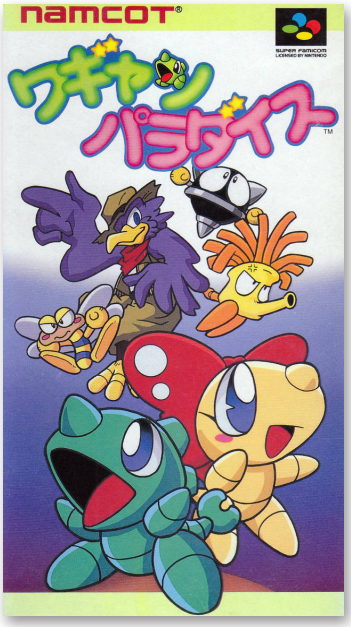


8.5

## Wakataka Oozumou: Yume no Kyodai Taiketsu

| | |
|---|---|
| **Developer** | Tomcat System |
| **Publisher** | Imagineer |
| **Release date** | (jp) November 12, 1993 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Waka Taka Ōzumō: Yume no Kyōdai Taiketsu ("Waka Taka Ōzumō: Brothers Dream Match") is a sumo video game developed by Tomcat System and published by Imagineer for the Super Famicom, which was released exclusively in Japan in 1993.

On release, Famicom Tsūshin scored the game a 20 out of 40.

9.5

## Waku Waku Ski Wonder Spur

| | |
|---|---|
| **Developer** | Human Club |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) January 13, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

A major ski competition is being held and eight of the best skiers have gathered to show off their skills on the slopes and prove that they are the best in the land. In the main mode, players compete on four different courses. To win the competition the player has to have more points than their competitors after all the races are finished.

## Wally wo Sagase!

4.5

| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Tomy Corporation |
| **Release date** | (jp) February 19, 1993 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Wally o Sagase! is a game featuring Waldo of Where's Waldo fame. The player assumes the role of a Wally Watcher: a young helper dressed like Wally who, along with many others like him, attempt to seek out the original Wally. For the most part, the game is depicted from an angled top-down view not unlike the 2D The Legend of Zelda games.

*"giantbomb.com"*

## Waratte Iitomo! Tamorin Pick

7.5

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Athena |
| **Release date** | (jp) April 28, 1994 |
| **Genre** | Mini-games |
| **Mode** | 1-4 Players |

Waratte Iitomo! Tamorinpic is a party mini-game collection based on the Japanese TV show of the same name. The game allows for up to four players, but only two players ever play at once: most of the mini-games are based on completing a task within a set time or with a certain amount of precision, so all players don't need to play simultaneously.

## Wedding Peach

5.9

| | |
|---|---|
| **Developer** | Shimada Kikaku |
| **Publisher** | KSS |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Simulation |
| **Mode** | 1-3 Players |

Wedding Peach is a simulation game based on the shōjo manga by Sukehiro Tomita and Nao Yazawa. In the game, the player plays as one of the three main girls (either Momoko, Yuri or Hinagiku) to compete with the others in a series of mini games. The ultimate goal is to win the right to ask the guy that all three girls are in love with (Yanagiba) to the school dance.

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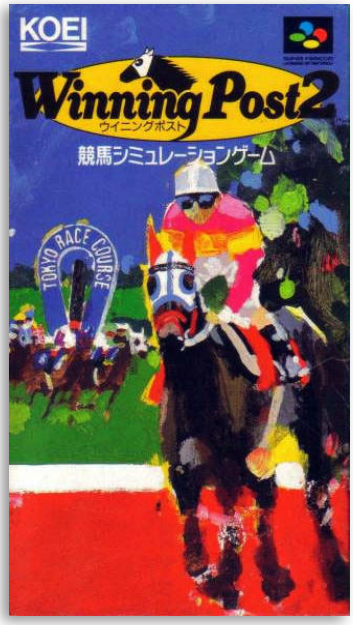
## Winning Post

7.8

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) September 10, 1993 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Winning Post is a Japan-only release that marked the beginning of Koei's long running Winning Post series. While initially only released for the Sharp X68000, it was later released on the Super Famicom.

The goal is to take a stable of horses, hire professional jockeys to ride them and raise money from winning and betting on races. Winning Post is a very dense management game, like much of Koei's early output.




## Winning Post 2

7.0

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) March 18, 1995 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Winning Post 2 is a Sports game, published by Koei, which was released in Japan in 1995.

## Winning Post 2: Program '96

| | |
|---|---|
| **Developer** | Koei |
| **Publisher** | Koei |
| **Release date** | (jp) October 4, 1996 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

Winning Post 2: Program '96 is an updated re-release of Winning Post 2, published by Koei, which was released in Japan in 1996.

4.6

## Wizap!: Ankoku no Ou

| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | ASCII |
| **Release date** | (jp) September 22, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Wizap!: Ankoku no Ou is a JRPG. It is the second game in ASCII's Dark Lord trilogy, which are all linked by the same world. The game features top-down turn-based strategic combat.

The game sits between the 1991 Famicom RPG Dark Lord and the late-era SFC RPG Dark Law from 1997 in the Dark Lord series.

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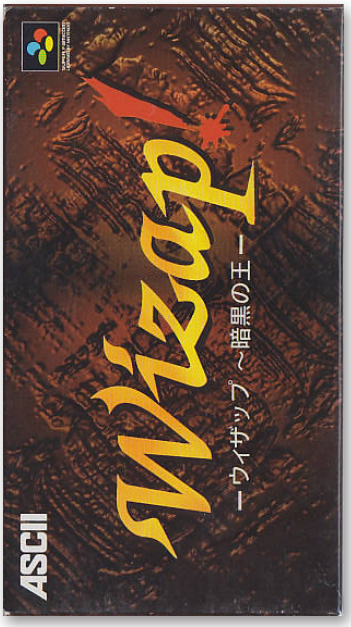


9.0

## Wizardry Gaiden IV: Throb of the Demon's Heart

| | |
|---|---|
| **Developer** | Access |
| **Publisher** | ASCII |
| **Release date** | (jp) September 20, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Wizardry Gaiden IV: Throb of the Demon's Heart is the fourth of the Wizardy Gaiden games, developed by Access and published by ASCII Entertainment, which was released in Japan in 1996.

7.5

## Wizardry I-II-III: Story of Llylgamyn

| | |
|---|---|
| **Developer** | Gung-Ho! |
| **Publisher** | Media Factory |
| **Release date** | (jp) June 1, 1999 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Wizardry I-II-III: The Story of Llylgamyn combines the original Wizardry trilogy into one game, updating the graphics and music from the FamiCom and PC originals. Players who complete a chapter can transfer their party to to the next chapter.

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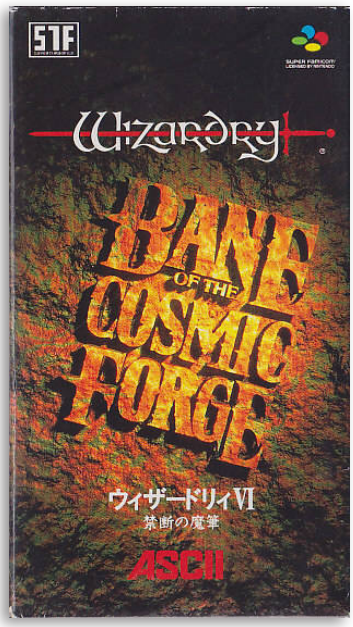



# Wizardry VI: Bane of the Cosmic Forge

8.3

| | |
|---|---|
| **Developer** | Game Studio |
| **Publisher** | ASCII |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

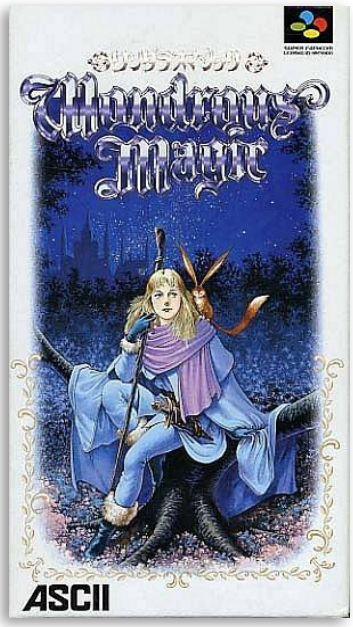
The sixth game of the Wizardry series of fantasy role-playing games sends a fresh party of adventurers on a quest to rediscover the Cosmic Forge, a pen said to make real anything that was written with it. The game is a tile or grid based movement, first-person RPG set on the world of Lost Guardia.

7.8

# Wonder Project J: Kikai no Shōnen Pīno

| | |
|---|---|
| **Developer** | Almanic |
| **Publisher** | Enix |
| **Release date** | (jp) December 9, 1994 |
| **Genre** | Simulation |
| **Mode** | 1 Player |

The game is a raising simulation in which the player raises a Pinocchio-esque boy to succeed in various challenges and confrontations to activate virtue circuits, with his final task to foster relations between humans and the robot-like Gijin. Its sequel, Wonder Project J2: Corlo no Mori no Josette, was released on the Nintendo 64 two years later.

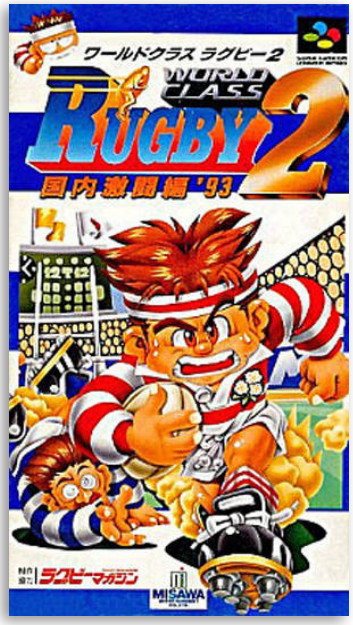



## Wondrous Magic

1.0

| | |
|---|---|
| **Developer** | System Sacom |
| **Publisher** | ASCII |
| **Release date** | (jp) December 17, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Wondrous Magic is an RPG developed by System Sacom and published by ASCII Corporation that was released exclusively for the Super Famicom in late 1993. The player is the young apprentice of an elderly wizard who goes with him on his travels. The game's combat uses an unusual real-time system where enemies often surround the player, and they must position themselves to defend themselves from all directions.




## World Class Rugby 2: Kokunai Gekitou Hen '93

9.0

| | |
|---|---|
| **Developer** | Denton Designs |
| **Publisher** | Misawa |
| **Release date** | (jp) January 7, 1994 |
| **Genre** | Sports |
| **Mode** | 1 Player |

World Class Rugby 2: Kokunai Gekitou Hen '93 is a rugby game for the Super Famicom and the sequel to World Class Rugby. Unlike its predecessor, it was never released outside of Japan. Misawa, the publishers, based this sequel on Denton Designs' code for the original.

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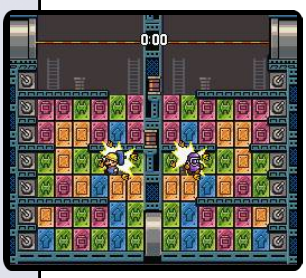
## Wrecking Crew '98

7.1

| | |
|---|---|
| **Developer** | Nintendo R&D1, Pax Softnica |
| **Publisher** | Nintendo |
| **Release date** | (jp) May 23, 1998 |
| **Genre** | Action, Puzzle |
| **Mode** | 1-2 Players |

Wrecking Crew '98 is a sequel to the original, which is included as a bonus in the game. Unlike the original, in which the player's objective was to find ways to clear each level of all panels, Wrecking Crew '98 takes a more competitive approach, where two opponents are given their own sides to clean up. Each player must try to demolish as many panels as they can on their side, until the opponent's side is completely piled up, to win.



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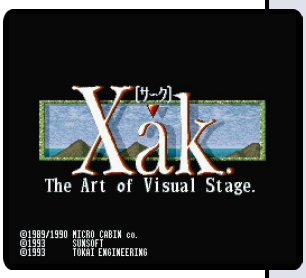

# Xak: The Art of Visual Stage

| | |
|---|---|
| **Developer** | Micro Cabin |
| **Publisher** | SunSoft |
| **Release date** | (jp) February 26, 1993 |
| **Genre** | Action role-playing |
| **Mode** | 1 Player |

Xak is a classic dungeon crawl, in that the game proceeds by the player finding his way through labyrinthine maps, defeating opposing monsters on the way. In each map, keys, NPCs and other objects have to be found to gain entrance to the room where a boss dwells. After defeating the boss, the player can proceed towards the next map, where the structure repeats. Various subquests involving non-player characters are present, most of them obligatory.

## Yadamon: Wonderland Dreams

7.0

| | |
|---|---|
| **Developer** | Sting |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) November 26, 1993 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Yadamon: Wonderland Dreams is a point and click adventure game. The player, as the young witch Yadamon, her human friend Jean and her guardian fairy Timon, must navigate a series of screens to solve puzzles and reach the conclusion of the story. The game uses the SNES Mouse peripheral for its numerous puzzles.

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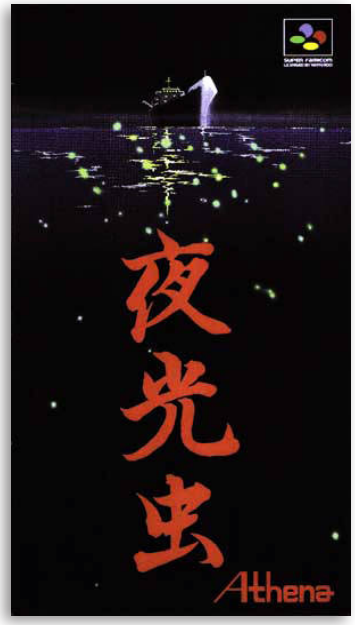


## Yakouchuu

8.0

| | |
|---|---|
| **Developer** | Athena |
| **Publisher** | Athena |
| **Release date** | (jp) June 16, 1995 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Yakouchuu is an text adventure game published by Athena Co. for the Super Famicom platform. The title translates to Phosphorescent Animalcule (animalcule meaning a microscopic animal, a portmanteau of animal and molecule)

A sequel ''Yakouchuu II: Satsujin Kouru'' was released in 1999 for the Nintendo 64.

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## Yamato Takeru

9.0

| | |
|---|---|
| **Developer** | Multimedia Intelligence Transfer |
| **Publisher** | Toho |
| **Release date** | (jp) September 29, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

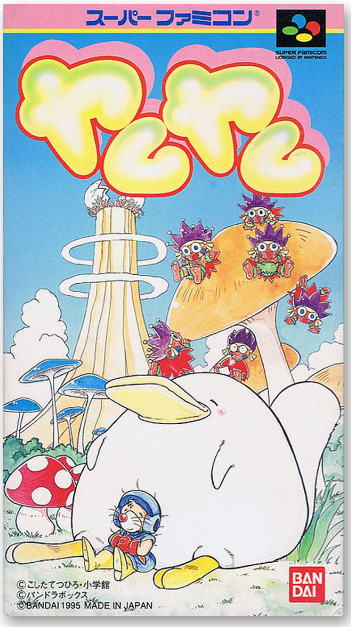
Hi no Ouji: Yamato Takeru is a Role-Playing game, developed by Multimedia Intelligence Transfer and published by Toho, which was released in Japan in 1995.

4.0

## YamYam

**Developer** Pandora Box
**Publisher** Bandai
**Release date** (jp) February 17, 1995
**Genre** Action
**Mode** 1 Player

YamYam is an Action game, developed by Pandora Box and published by Bandai, which was released in Japan in 1995.




6.0

## Yokoyama Mitsuteru: Sangokushi

**Developer** Tose
**Publisher** Angel
**Release date** (jp) June 26, 1992
**Genre** Strategy
**Mode** 1 Player

Yokoyama Mitsuteru Sangokushi is a strategy game based on the anime and manga of the same name. The game is a standard turn-based strategy war sim in the vein of Koei's much more prolific Romance of the Three Kingdoms series. The player and the AI-controlled rival kingdoms select actions that include diplomacy, combat and domestic matters.

7.0

## Yokoyama Mitsuteru: Sangokushi 2

**Developer** Tose
**Publisher** Angel
**Release date** (jp) December 29, 1993
**Genre** Strategy
**Mode** 1 Player

The second game presents three new scenarios and does away with the month-specific actions of the original, allowing the player to perform any action on their turn. It's also been graphically updated. It is still superficially similar to Koei's better known Romance of the Three Kingdoms series of strategy sims.

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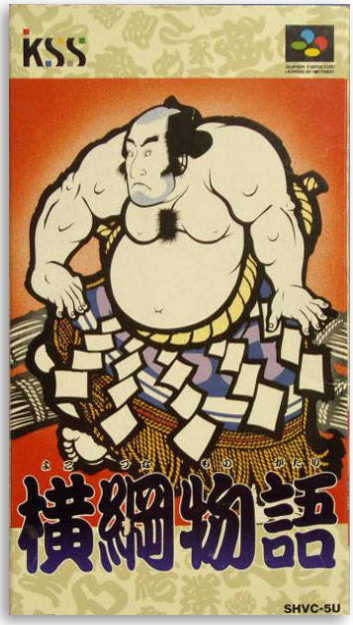
## Yokoyama Mitsuteru: Sangokushi Bangi: Sugoroku Eiyuuki

7.0

**Developer** Tose
**Publisher** Angel
**Release date** (jp) December 22, 1994
**Genre** Board game
**Mode** 1 Player

Yokoyama Mitsuteru Sangokushi Bangi: Sugoroku Eiyuuki is a sugoroku board game spin-off of the Yokoyama Mitsuteru series. It plays similarly to the Dokapon series: the player, as one of the major warlords of the Romance of the Three Kingdoms, must move around a board taking territory.




## Yokozuna Monogatari

8.0

**Developer** "unknown"
**Publisher** KSS
**Release date** (jp) August 26, 1994
**Genre** Sports, Simulation
**Mode** 1 Player

Yokozuna Monogatari is a sumo game for the Super Famicom. It focuses on management aspects, training sumo wrestlers and setting up bouts to improve their ranking. Earning money from sumo matches allows the player to hire stronger wrestlers, who naturally ask for more money to be recruited. The goal is to train a sumo wrestler to Yokozuna ("Grand Champion") level.

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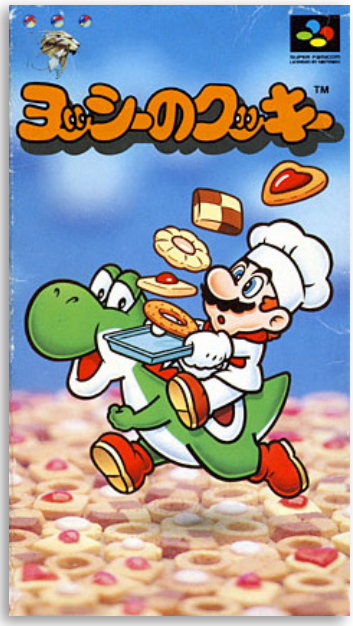



## Yoshi no Kuruppon: Oven de Cookie

4.0

**Developer** Bullet Proof Software
**Publisher** Bullet Proof Software
**Release date** (jp) 1993
**Genre** Puzzle
**Mode** 1 Player

Yoshi no Cookie: Kuruppon Oven de Cookie is a cuisine focused re-release of the original Yoshi's Cookie. While the gameplay is identical, the game also adds cooking advice and recipes concerning the Kuruppon Oven from Panasonic. Only 500 copies were released in Japan. It currently fetches a very high price on the Japanese retro game market.

8.7

## Youchien Senki Madara

| | |
|---|---|
| **Developer** | Nexus Interact |
| **Publisher** | Datam Polystar |
| **Release date** | (jp) January 26, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Madara Saga is a Role-Playing game, developed by Nexus Interact and published by Datam Polystar, which was released in Japan in 1996.

7.7

## Ys IV: Mask of the Sun

| | |
|---|---|
| **Developer** | Tonkin House |
| **Publisher** | Tonkin House, Taito |
| **Release date** | (jp) November 19, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Mask of the Sun was released in 1993 and was one of two games released under the title of "Ys IV", the other being Hudson Soft's Ys IV: The Dawn of Ys for the PC Engine. The two games share the same basic story, but many changes were made in the Hudson-produced Dawn of Ys. Of the two, Mask of the Sun was the official Ys IV storyline before the release of Ys: Memories of Celceta. However, a true Falcom developed Ys IV was created decades later for the PSVita in 2012.

## Ys V: Kefin, The Lost City of Sand

6.9

| | |
|---|---|
| **Developer** | Falcom |
| **Publisher** | Falcom |
| **Release date** | (jp) December 29, 1995 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Ys V: Kefin, The Lost City of Sand (Ys V: Ushinawareta Suna no Miyako Kefin) is the fifth entry in the Ys action RPG series by Falcom.

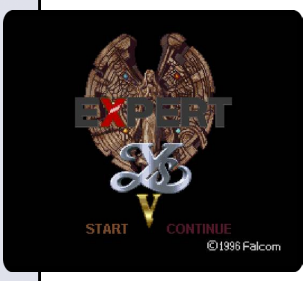
A remake of Ys V was also created by Taito and Arc System Works in 2006 for the PlayStation 2 under the title Ys V: Lost Kefin, Kingdom of Sand.

## Ys V Expert

7.0

| | |
|---|---|
| **Developer** | Falcom |
| **Publisher** | Koei |
| **Release date** | (jp) Mar 22, 1996 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

This is an “Expert” version of Ys V: Kefin, The Lost City of Sand, which feature a higher difficulty level, released in 1996 by Koei.



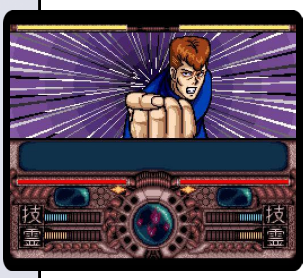
## YuYu Hakusho

7.1

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Fighting, Strategy |
| **Mode** | 1-2 Players |

YuYu Hakusho is a Super Famicom game based on the horror-themed manga and anime about a belligerent young man who dies unexpectedly from being hit by a car and is revived as a “spirit detective”.

he game is a series of set-piece battles where two opponents build up gauges using the D-pad and one of the face buttons: each combination leads to a separate attack and requires a different amount of build-up.



6.8

## YuYu Hakusho 2: Kakutō no Sho

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Namco |
| **Release date** | (jp) June 10, 1994 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

While its predecessor, YuYu Hakusho, featured a combat system that was turn-based and tactical, Kakutou no Sho is instead a standard example of the four-button fighter game model that became popular after the success of Capcom's Street Fighter II.

The game is set during the Dark Tournament arc of the TV anime adaptation.

7.1

## YuYu Hakusho Final: Makai Saikyō Retsuden

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Namco |
| **Release date** | (jp) March 24, 1995 |
| **Genre** | Fighting |
| **Mode** | 1-2 Players |

Yuu Yuu Hakusho Final is based on the Saga of the Three Kings, though some characters from the Chapter Black Saga and from the movie appear.

8.1

## YuYu Hakusho: Tokubetsu Hen

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (jp) December 22, 1994 |
| **Genre** | Fighting, Strategy |
| **Mode** | 1 Player |

YuYu Hakusho: Tokubetsu Hen is another fighter game in the series. Rather than controlling the character directly with the D-pad and buttons, the players charge attacks and unleash them at the right amount of power. Combat is depicted as a series of dramatic cutaways as each fighter launches their attacks and the other tries to defend or evade them.

## Yume Maboroshi no Gotoku

1.0

| | |
|---|---|
| **Developer** | Tose |
| **Publisher** | Intec |
| **Release date** | (jp) December 17, 1993 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Yume Maboroshi no Gotoku ("A Dreamlike Illusion", roughly) is an RPG set in a version of Sengoku era Japan. It otherwise plays like a standard JRPG, with a turn-based system that uses large enemy sprites in the center of the screen a la Phantasy Star or Dragon Quest.

The game was one of two games ever published by Intec for the Super Famicom.

## Yume Meikyuu: Kigurumi Daibouken

6.7

| | |
|---|---|
| **Developer** | Axes Art Amuse |
| **Publisher** | Hect |
| **Release date** | (jp) April 15, 1994 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Yume Meikyuu: Kigurumi no Daibouken is a RPG that features a first-person perspective and turn-based combat, similar to Wizardry or Might & Magic. The player character is a sleeping boy who is teleported to a labyrinth in his dreams. He dons a ridiculous costume to fight the cute terrors that lurk in the maze-like (and cake-like) halls.

## Yuujin: Janjuu Gakuen

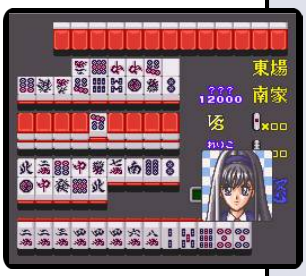
6.0

| | |
|---|---|
| **Developer** | "unknown" |
| **Publisher** | Varie |
| **Release date** | (jp) November 19, 1993 |
| **Genre** | Board game |
| **Mode** | 1 Player |

Yuujin: Janjyu Gakuen is a mahjong game published by Varie. The player can assume the role of any of three heroines, or create their own, as they take on opponents throughout their eponymous school. The game includes a collaboration with manga artist U-Jin, who helped create the various anime characters and is featured in the game's title.

*"giantbomb.com"*

7.6




## Yuujin: Janjuu Gakuen 2

**Developer** "unknown"
**Publisher** Varie
**Release date** (jp) November 18, 1994
**Genre** Board game
**Mode** 1 Player

Yuujin: Janjyu Gakuen 2 is a 1994 mahjong game and a continuation of Yuujin: Janjyu Gakuen. The player once again takes to the streets to help out their fellow students at the eponymous school, usually via mahjong matches. The game features the artwork of the mononymed manga artist U-Jin. While U-Jin is best known for his eroge works, the game does not depict any pornographic imagery due to Nintendo's strict content rules.

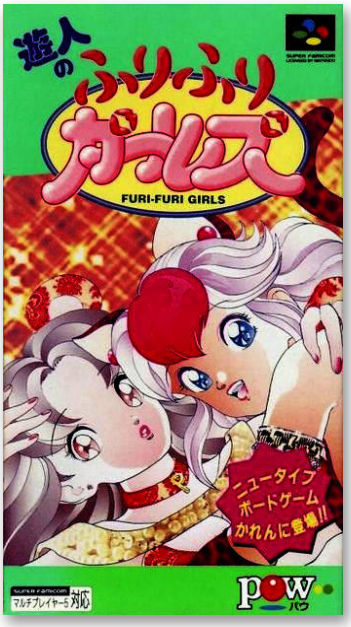
8.3

## Yuujin no Furi Furi Girls

**Developer** "unknown"
**Publisher** Pow
**Release date** (jp) July 1, 1994
**Genre** Board game
**Mode** 1 Player

Yuujin no Furi Furi Girls ("U-Jin's Furi Furi Girls") is a hybrid RPG/board game similar to Dokapon. Like its 1993 contemporary Yuujin: Janjyu Gakuen, it heavily features the artwork of anime artist U-Jin.

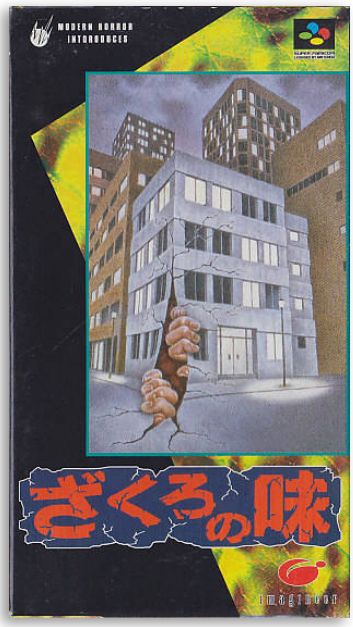
Every turn each character rolls a dice that moves them that many spaces around the board. Along the way they will find cash, new weapons, health pick-ups and other items.



## Yuuyu no Quiz de GO! GO!

**Developer** Taito, Daiei Seisakusho
**Publisher** Taito
**Release date** (jp) July 10, 1992
**Genre** Game show
**Mode** 1-2 Players

Yuuyu no Quiz de Go! Go! is a quiz game from Taito that uses the likeness of teen idol Yukiko "Yuuyu" Iwai. The player answers questions on various topics from anime to politics to score points, making sure not to accrue too many wrong answers. Success is based on a percentage rather than a quota: in order to pass a round with a requirement of 60, the player has to correctly answer three out of every five questions (or better).

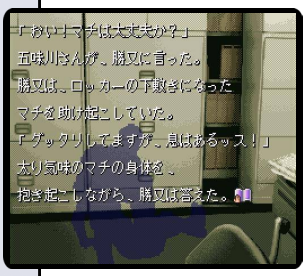



## Zakuro no Aji

8.3

| | |
|---|---|
| **Developer** | Imagineer |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 22, 1995 |
| **Genre** | Adventure |
| **Mode** | 1 Player |

Zakuro no Aji is an Adventure game, developed and published by Imagineer, which was released in Japan in 1995.

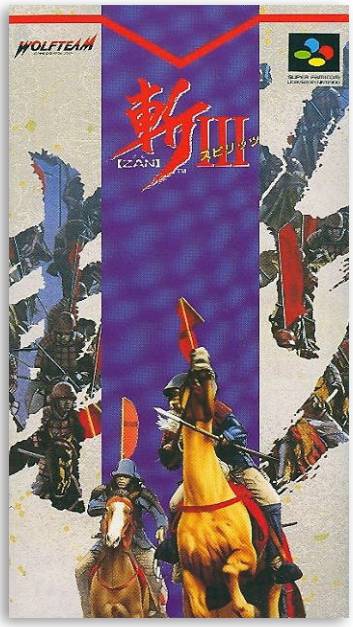


## Zan II Spirits

7.6

| | |
|---|---|
| **Developer** | Wolf Team |
| **Publisher** | Telenet Japan |
| **Release date** | (jp) May 29, 1992 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Zan II: Spirits is the first Super Famicom game in Wolf Team's series of strategy sims set in historical Japan. As with its thematically-similar contemporaries, like Shingen the Ruler or Nobunaga's Ambition, Zan II puts the player in the geta of a Japanese feudal lord, or daimyo, with designs to wrest control over the rest of Japan from the other daimyos. The game is more focused on warfare than day-to-day resource management.

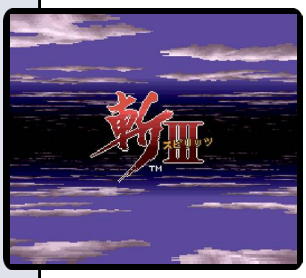



## Zan III Spirits

7.7

| | |
|---|---|
| **Developer** | Wolf Team |
| **Publisher** | Wolf Team |
| **Release date** | (jp) March 11, 1994 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Zan III Spirits is an adaptation of Zan III: Tenun Ware ni Ari for the PC-9801, which was originally released in December 1993 four months prior. Zan III Spirits, like its SFC predecessor Zan II Spirits, was modified for its console release to make it work with the limitations/strengths of the system. The player is once again asked to lead the armies of their chosen daimyo in an effort to conquer the rest of 16th century Japan.



## Zenkoku Juudan: Ultra Shinri Game

| | |
|---|---|
| **Developer** | Ukiyotei |
| **Publisher** | Visit |
| **Release date** | (jp) November 10, 1995 |
| **Genre** | Game show |
| **Mode** | 1 Player |

Zengoku Juudan Ultra Shinri Game is a quiz game, developed by Ukiyotei and published by Visit, which was released in Japan in 1995.

2.0

## Zenkoku Kōkō Soccer

| | |
|---|---|
| **Developer** | Affect |
| **Publisher** | Yojigen |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Zenkoku Kōkō Soccer ("High School Soccer Tournament of Japan Cup") is a soccer simulation game, developed by Affect and published by Yojigen, which was released exclusively in Japan in 1994. It features teams from the Japanese high schools. These teams are located on the islands in addition to the mainland.

Two sequels were spawned: Zenkoku Kōkō Soccer 2 and Zenkoku Kōkō Soccer Senshuken '96.

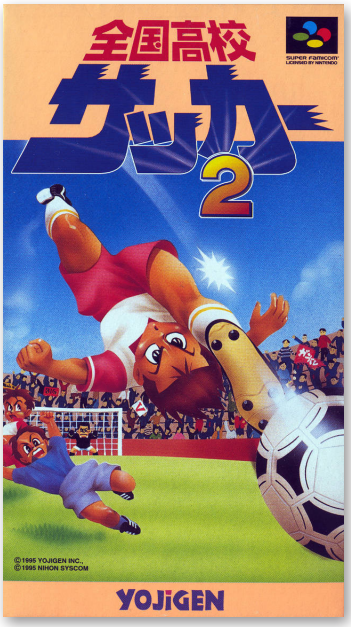
2.0

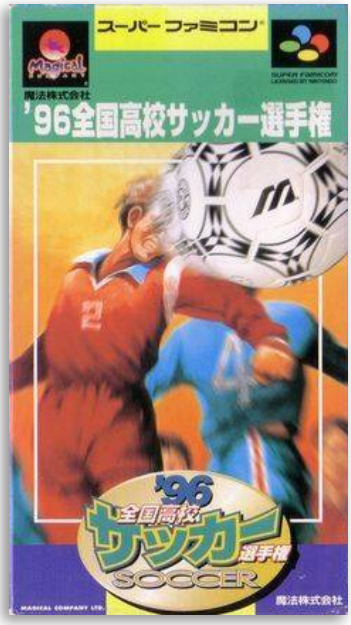
## Zenkoku Kōkō Soccer 2

| | |
|---|---|
| **Developer** | Nihon Syscom |
| **Publisher** | Yojigen |
| **Release date** | (jp) November 17, 1995 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Zenkoku Kōkō Soccer 2 ("High School Soccer Tournament of Japan Cup 2") is a soccer simulation game, developed by Nihon Syscom and published by Yojigen, which was released exclusively in Japan in 1995. It features teams from the Japanese high schools from the islands in addition to the mainland.

This game is a sequel to Zenkoku Kōkō Soccer and a prequel to Zenkoku Kōkō Soccer Senshuken '96.






## Zenkoku Kōkō Soccer Senshuken '96

7.5

**Developer** "unknown"
**Publisher** Magical Company
**Release date** (jp) March 22, 1996
**Genre** Sports
**Mode** 1-2 Players

Zenkoku Kōkō Soccer Senshuken '96 features teams from the Japanese high schools from the islands in addition to the mainland. The game has some similarities with Hat Trick Hero, Aoki Densetsu Shoot! or any other soccer game with the left-right perspective, and Top Striker or Libero Grande because of the ability to play as just one player.

## Zennihon GT Senshuken

9.6

**Developer** C.P. Brain
**Publisher** Kaneko, Banpresto
**Release date** (jp) September 29, 1995
**Genre** Racing
**Mode** 1 Player

Hyper Battle Game: Zen Nihon GT Senshuken is the first in Kaneko's series of Zen Nihon GT Senshuken-licensed games, that are similar to Visco Corporation's Drift Out series as well as Kaneko's own 1000 Miglia series.

Along with the game there is a memorial CD which has driver interviews and the sound of the vehicles on it.

## Zennihon Pro Wrestling

8.2

**Developer** Natsume
**Publisher** NCS
**Release date** (jp) July 16, 1993
**Genre** Sports
**Mode** 1-4 Players

Zen-Nippon Pro Wrestling is the first in the series of wrestling video games based on the professional wrestling promotion All Japan Pro Wrestling.

The game feature the likenesses of their most famous stars during that era. Following the template established by the classic video games of the genre, the game allows players to play as any of the 16 wrestling stars and then throws him to the ring to fight.

7.4

## Zennihon Pro Wrestling: Fight da Pon!

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | NCS |
| **Release date** | (jp) June 25, 1994 |
| **Genre** | Sports |
| **Mode** | 1-2 Players |

Unlike the other games in the series, Fight da Pon is a comedic take on the circuit, and features various AJPW wrestlers in a super deformed chibi style.

The game features multiple modes, but the core battle system requires using cards at opportune moments. Each card depicts a type of wrestling move, such as a suplex or clothesline.

7.6

## Zennihon Pro Wrestling 2: 3-4 Budoukan

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | NCS |
| **Release date** | (jp) April 7, 1995 |
| **Genre** | Sports |
| **Mode** | 1 Player |

The last of Natsume's Zen-Nippon series, released in 1995 for the Super Famicom. It features a larger roster and returning modes from previous games, and introduces Budokan mode, essentially a booking mode where the player tries to receive a good rating for a wrestling card.

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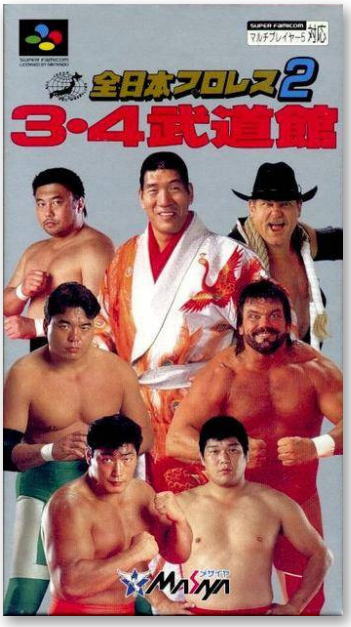



7.9

## Zennihon Pro Wrestling': Sekai Saikyou Tag

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | NCS |
| **Release date** | (jp) December 28, 1993 |
| **Genre** | Sports |
| **Mode** | 1 Player |

Zen-Nippon Pro Wrestling Dash: Sekai Saikyou Tag is the second of NCS's series of Zen-Nippon adaptations, and uses the real names and likenesses of AJPW wrestling talent.

The game is less a full sequel but rather an enhanced edition of the original Zen-Nippon Pro Wrestling, which was released less than six months prior.

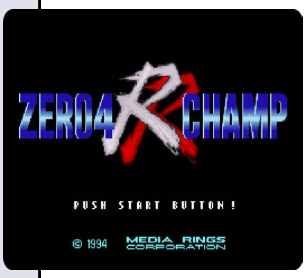
## Zero 4 Champ RR

7.5

| | |
|---|---|
| **Developer** | Media Rings Corporation |
| **Publisher** | Media Rings Corporation |
| **Release date** | (jp) July 22, 1994 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

Zero4 Champ RR is a 1994 racing game about an 18-year-old race car driver who must chase his dreams of drag racing after being turned down for university.

In between the racing, the player must maintain a part-time job in order to earn money for the next race. There are elements of the role playing and simulation game genres present as the player must build up his character through his job and through social interactions.

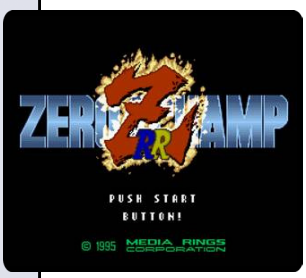


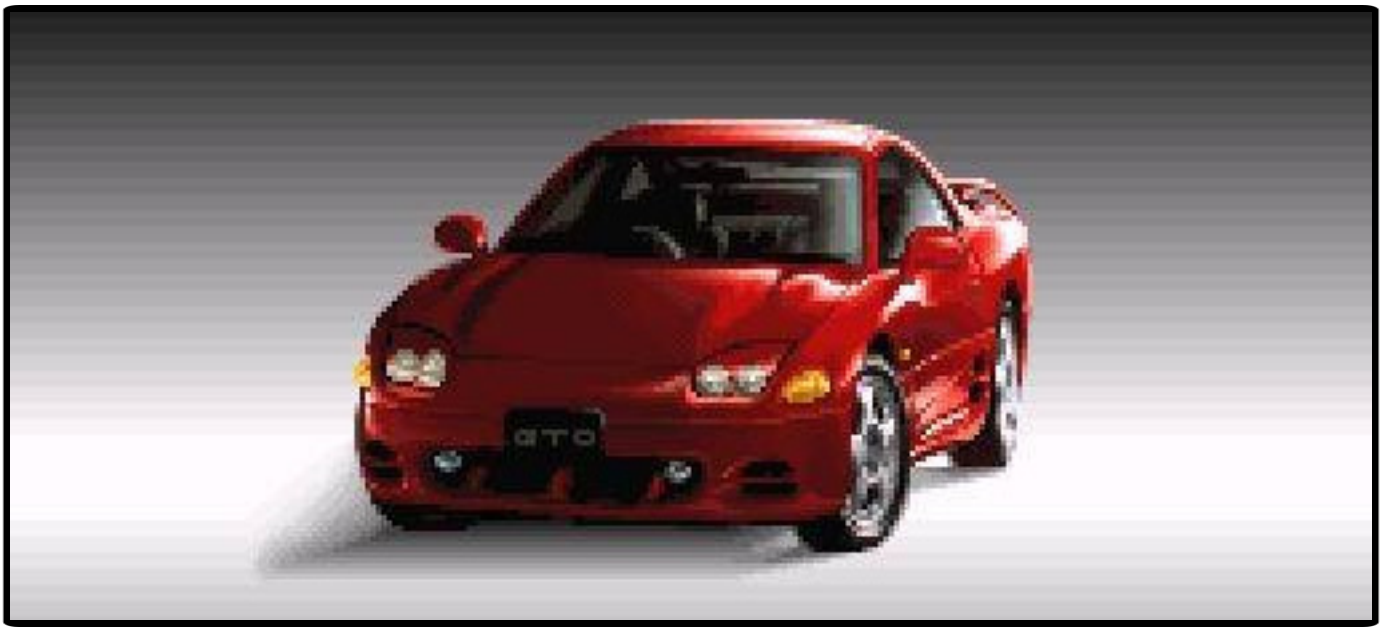
## Zero 4 Champ RR-Z

5.3

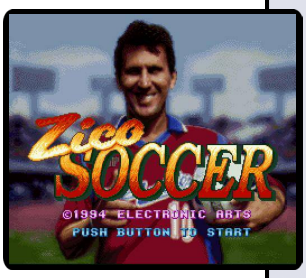
| | |
|---|---|
| **Developer** | Media Rings Corporation |
| **Publisher** | Media Rings Corporation |
| **Release date** | (jp) November 25, 1995 |
| **Genre** | Racing |
| **Mode** | 1-4 Players |

There are three options on the title screen; the full story (involving the 18-year-old driver pursuing his dreams), a versus mode (allowing players to use all the automobiles available in the game), and a mini-story mode that allows players to play on episodic matches in selected high-priced racing vehicles (some of them costing almost one billion yen). An example of a playable mini-story would involve a Back to the Future-type scenario about going back 300 years in time.





7.4

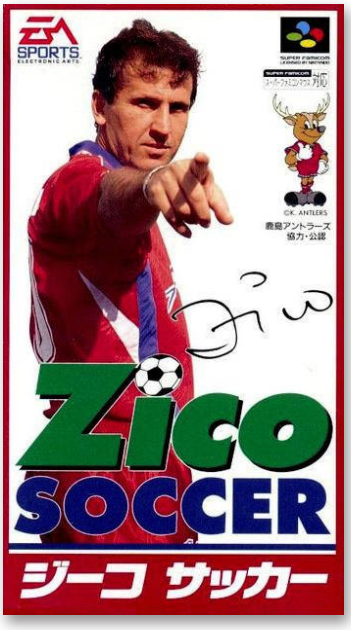


## Zico Soccer

**Developer** Electronic Arts Victor
**Publisher** Electronic Arts Victor
**Release date** (jp) March 4, 1994
**Genre** Sports, Simualtion
**Mode** 1 Player

Zico Soccer is a Super Famicom football management game that allows players to become the head coach of an international football team; it was named after the modern-day soccer legend Zico (also known as the White Pelé).

There is an exhibition mode, training mode, and two different kinds of cup (tournament) modes.



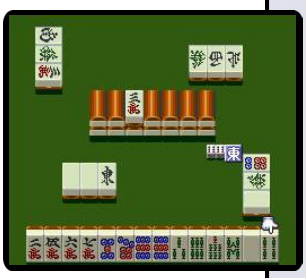

6.8

## Zig Zag Cat: Ostrich Club mo Oosawagi da

**Developer** Opera House
**Publisher** Den'Z
**Release date** (jp) June 24, 1994
**Genre** Puzzle, Shooter
**Mode** 1 Player

Zig Zag Cat is a puzzle-action game featuring a young hero and his shapeshifting cat. The gameplay is a mixture of a vertical-scrolling shoot 'em up and Breakout. The player can collect money, which unlocks various bonuses, as well as Arkanoid-style power-ups that include a fireball that will go straight through blocks instead of being deflected.

1.0



## Zoo-tto Mahjong!

**Developer** "unknown"
**Publisher** Nintendo
**Release date** (jp) July 1, 1998
**Genre** Board game
**Mode** 1 Player

Zoo-tto Mahjong! is a mahjong game, published by Nintendo, which was released in Japan in 1998.

## SD Gundam Generation: Axis Senki

9.5

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) August 23, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Axis Senki is a strategy game based on the First Neo-Zeon War from Mobile Suit Gundam ZZ. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

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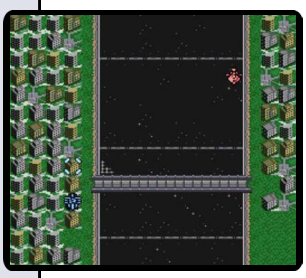

## SD Gundam Generation: Babylonia Kenkoku Senki

8.6

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) August 23, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Babylonia Kenkoku Senki is a strategy game based on the Second Neo-Zeon War from Char's Counterattack and the Cosmo Babylonia War from Gundam F91. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

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## SD Gundam Generation: Colony Kaku Senki

6.8

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) September 27, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Colony Kaku Senki is a strategy game based on the 13th Gundam Fight from Mobile Fighter G Gundam. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

*"giantbomb.com"*

6.5

## SD Gundam Generation: Gryps Senki

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Gryps Senki is a strategy game based on the Gryps Conflict from Mobile Suit Zeta Gundam. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

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7.4

## SD Gundam Generation: Ichinen Sensouki

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) July 26, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Ichinen Sensouki is a strategy game based on the One Year War from the original Gundam series. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

*"giantbomb.com"*

8.0

## SD Gundam Generation: Zanscare Senki

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) September 27, 1996 |
| **Genre** | Strategy |
| **Mode** | 1 Player |

Zanscare Senki is a strategy game based on the Zanscare War from Mobile Suit Victory Gundam. It uses the Sufami Turbo accessory to connect to other SD Gundam Generation games.

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## SD Ultra Battle: Seven Densetsu

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) June 28, 1996
**Genre** Action
**Mode** 1 Player

SD Ultra Battle: Seven Densetsu is Sufami Turbo compatible. The Sufami device can connect to the Super Famicom and allow two cartridges to be plugged in at once. SD Ultra Battle: Seven Densetsu and SD Ultra Battle: Ultraman Densetsu were "linkable"; which meant players were able to use characters from one Ultraman game while playing the other.

## SD Ultra Battle: Ultraman Densetsu

8.6

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) June 28, 1996
**Genre** Action
**Mode** 1 Player

SD Ultra Battle: Ultraman Densetsu is an Action game, developed by Tom Create and published by Bandai, which was released in Japan in 1996.

## Undake 30: Same Game - Mario Version

6.4

**Developer** Hudson Soft
**Publisher** Nintendo
**Release date** (jp) 1995
**Genre** Puzzle
**Mode** 1 Player

UNDAKE30 Same Game Taisakusen Mario Version is a puzzle game featuring Mario and other elements from the Mario series. If multiple matching icons are connected, they can be clicked on to be cleared. When the entire board is cleared, the player wins.

It was released as both a promotional cartridge and as a broadcast on the Satellaview.

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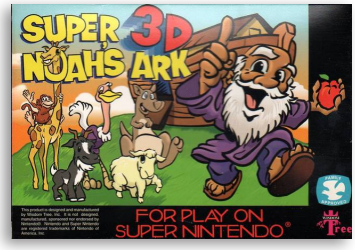
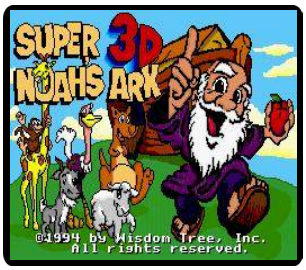



# Super 3D Noah's Ark

4.8

| | |
|---|---|
| **Developer** | Wisdom Tree |
| **Publisher** | Wisdom Tree |
| **Release date** | (us) 1994 |
| **Genre** | First-person shooter |
| **Mode** | 1 Player |



Super 3D Noah's Ark is an unlicensed Christian-themed video game for the SNES and MS-DOS. It was released by the biblical video game producer Wisdom Tree in 1994, and was the only commercially released SNES game in the U.S. that was not officially sanctioned by Nintendo. In order to bypass the Super Nintendo's lockout chip, Wisdom Tree devised a pass-through system similar to the Game Genie, where the player had to insert an officially licensed SNES game into the cartridge slot on top of the Super 3D Noah's Ark cartridge. Despite its name, it is unrelated to Konami's official Noah's Ark for the Nintendo Entertainment System. In January 2014, the game was re-released for the SNES, initially available only by private email.

The game that would eventually become Super 3D Noah's Ark was originally conceived as a licensed game based on the movie Hellraiser, a movie that Wisdom Tree founder Dan Lawton was a great fan of. Wisdom Tree acquired the game rights to Hellraiser for $50,000, along with a license to use the Wolfenstein 3D game engine from id Software, believing that the fast, violent action of Wolfenstein would be a good match for the mood of the film. Development initially began on the Nintendo Entertainment System, with Wisdom Tree intending to ship the game on a special cartridge that came equipped with a co-processor that could increase the system's RAM and processing speed several times over.

Eventually the Hellraiser game concept was abandoned due to several issues: The hardware of the NES was found unsuitable because of its low color palette, and the addition of a co-processor would have made the cartridge far too expensive for consumers. In addition, the management at Wisdom Tree decided that developing and publishing a horror-themed game would clash with their religious, family-friendly image. With these factors in mind, Wisdom Tree decided to let their Hellraiser license expire, transfer development to the Super Nintendo Entertainment System, and redesign the game with a Christian theme, eventually coming up with a game about Noah's Ark.

According to rumours, id Software, angered with Nintendo of America's censorship in the SNES version of Wolfenstein 3D, gave the source code for that game to Wisdom Tree as part of a kind of "revenge" for the company to make an unofficial clone to mock them. In fact, Wisdom Tree purchased the license to the engine themselves from id Software, with both Wolfenstein 3D for the SNES and Super 3D Noah's Ark being developed at the same time. The game was not a commercial success and is considered a clone of Wolfenstein 3D. It was most commonly sold in Christian bookstores.

The game plays similarly to Wolfenstein 3D, but the graphics were changed to reflect a non-violent theme. Instead of killing Nazi soldiers in a castle, the player takes the part of Noah, wandering the Ark, using a slingshot to shoot sleep-inducing food at angry attacking animals, mostly goats, in order to render them unconscious. The animals behave differently: goats, the most common enemy, will only kick Noah, while the other animals such as sheep, ostriches, antelopes and oxen will shoot spittle at him from a distance. Goats are also unable to open doors, which the other animals can do.

The gameplay is aimed at younger children. Noah's Ark includes secret passages, food, weapons and extra lives. There are secret levels, and shortcut levels as well. The player eventually comes across larger and more powerful slingshots, and flings coconuts and watermelon at the larger boss-like animals, such as Ernie the Elephant and Carl the Camel.

The game was updated for the 20th Anniversary Edition and released on itch.io on May 26, 2014 for Windows, Mac OS X, and Linux. On June 23, 2015 this version was released on Steam.

# Homebrew

Homebrew activity exists even since the console's discontinuation, both by noncommercial hobbyists and commercially. The games listed here are some of the more known homebrew games released.

Piko Interactive is maybe the biggest publisher of SNES homebrew games at this time.

Most of the games listed here are sold on cart by different web-sites, though, not every homebrew are sold by the developers permission. If you would like to help the developers, it may be best see if the developers have a personal web-site, and where they would like you to buy their game. Homebrew games may be quite costly, but most have a free ROM to download and play on your personal computer.

## 16 BIT XMAS 2011

| | |
|---|---|
| **Developer** | RetroZone |
| **Publisher** | RetroZone |
| **Release date** | 2011 |
| **Genre** | Adventure |
| **Mode** | 1-2 Players |

This was the first SNES homebrew game by RetroZone, Christmas Craze, written by Shiru. Players dodge aliens and grab gifts or fight another player with snowballs in two player present picking battles.

Much more than a reproduction, this original game cartridge is built using all new parts. No donor carts were harmed in the making of this game.

*"retrousb.com"*

Rarity US: 5

## 16 BIT XMAS 2012

| | |
|---|---|
| **Developer** | RetroZone |
| **Publisher** | RetroZone |
| **Release date** | 2012 |
| **Genre** | Adventure |
| **Mode** | 1-4 Players |

16-BIT XMAS 2012 is another blinking game from RetroZone. Players can gather up three of their friends for the another Snowball Fight.

The box is custom designed, and sold separately, by NA member Fsped09 through his website: http://www.nes-city.com

Rarity US: 4

## Astrohawk

| | |
|---|---|
| **Developer** | Paul Lay |
| **Publisher** | Piko Interactive |
| **Release date** | 2014 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Astrohawk is a SNES homebrew developed by Paul Lay from Playsoft, the game was originally developed in the 90's but it was until 2014 that was published in cartridge. Rumors say that companies like Electronic Arts showed interest on the game when it was under development. The game is like Asteroids, but on steroids. It has its own features, power ups and special weapons.

*"pikointeractive.com"*

## Chrono Trigger: Crimson Echoes

| | |
|---|---|
| **Developer** | Kajar Laboratories |
| **Release date** | May 31, 2009 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Chrono Trigger: Crimson Echoes is a fangame developed by the international team Kajar Laboratories as a ROM hack of Chrono Trigger. It was conceived as an unofficial installment in the Chrono series, set between the events of Chrono Trigger and Chrono Cross.

It was originally set for release on May 31st, 2009. However, on May 8th, 2009, Square Enix sent out a cease and desist letter to Chrono Compedium.

## Chrono Trigger: Flames of Eternity

| | |
|---|---|
| **Developer** | The Metronome Project |
| **Release date** | November 19, 2014 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

This is a psuedo-sequel to Chrono Trigger which takes place after the original title & before Chrono Cross. It includes a whole new story, new side-quests, new weapons, and new events to explore in the world of Chrono Trigger.

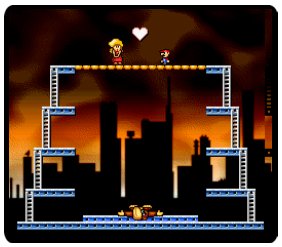
The game is continueisly worked upon, still with a cease and desist letter form Square Enix.

## Classic Kong

**Developer** Bubble Zap Games
**Publisher** Piko Interactive
**Release date** January 11, 2014
**Genre** Platformer
**Mode** 1 Player

Similar to other recent Super Nintendo homebrew titles, Piko Interactive have picked up the rights to distribute the game on Super Nintendo compatible cartridges. Classic Kong as it's known is a faithful recreation of Nintendo's timeless arcade game, presenting the 1981 coin-op machine with enhanced visuals and audio.

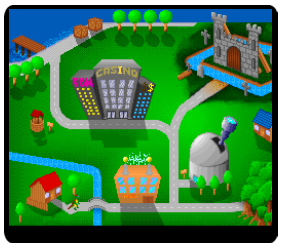
The game was limited to just 100 copies costing $30.



## Corn Buster

**Developer** Engine Software
**Publisher** Piko Interactive
**Release date** August 6, 2015
**Genre** Puzzle
**Mode** 1-2 Players

Corn Buster tells the story of a dragon named Globey, who sets out to defeat the person who's stolen all the cornflakes in the world. The gameplay is an interesting mix of an Arkanoid-Style ball-and-paddle game and a vertical scrolling shooter. The game first began development around 1994, and was canceled soon after interest in the SNES waned in light of the release of Sony's Playstation.



## Creepy Bird

**Developer** Piko Interactive
**Publisher** Piko Interactive
**Release date** March 17, 2014
**Genre** Platformer
**Mode** 1 Player

Creepy Bird is Piko Interactive's take on the Flappy Bird hype. After checking out the thousands of clones Flappy Bird mania caused on the mobile markets and the many different homebrew clones on retro platforms. Piko decided that it was their turn to show their style on a Flappy Bird Clone.

*"pikointeractive.com"*

## Dorke and Ymp

| | |
|---|---|
| **Developer** | Norse |
| **Publisher** | Piko Interactive |
| **Release date** | August 6, 2015 |
| **Genre** | Action-platformer |
| **Mode** | 1 Player |

Dorke and Ymp was originally made in the 1990s with unlicensed tools by a Swedish company called Norse. It never saw the light of day due to being unable to acquire a publisher.

Piko Interactive had an interest in Dorke and Ymp. Hence, the original programmer, composer, and artist was tracked down, and Piko was able to get the source code to about half of the game.

## Final Fantasy VI The Eternal Crystals

| | |
|---|---|
| **Developer** | MakouEyes |
| **Release date** | August 2, 2011 |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Final Fantasy VI: The Eternal Crystals is a hack of Final Fantasy 3 (us). A re-hack of Final Fantasy VI: The Eternal Crystals was also released, as Final Fantasy VI: The Eternal Crystals -Version X. The other versions were built on top of one another.

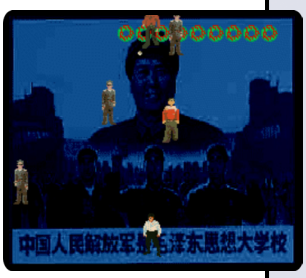
## Hind Strike

| | |
|---|---|
| **Developer** | Bubble Zap Games |
| **Publisher** | Piko Interactive |
| **Release date** | August 6, 2015 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Hind Strike take advantage of Mode 7 Graphics. The game is a helicopter shooter. The game bears similarities to Desert Strike and has the player looking for targets to shoot them from the air.

1.8

## Hong Kong '97



| | |
|---|---|
| **Developer** | Happysoft |
| **Publisher** | Happysoft |
| **Release date** | January 1, 1995 |
| **Genre** | Shooter |
| **Mode** | 1 Player |

The year 1997 has arrived. A herd of fuckin' ugly reds. are rushing from the mainland. Crime rate skyrocked-ed! Hongkong is ruined! Therefore, the Hongkong government called Bruce Lee's relative "Chin" for the massacre of the Reds. Chin is a killer machine. Wipe out all 1.2 billion of the red communists! However, in mainland China there was a secret project in progress! A project to transform the deceased Tong Shau Ping into an ultimate weapon!

## Mario Is Missing 2: Luigi's New Adventure

| | |
|---|---|
| **Developer** | Link2006 |
| **Release date** | N/A |
| **Genre** | Platformer |
| **Mode** | 1 Player |

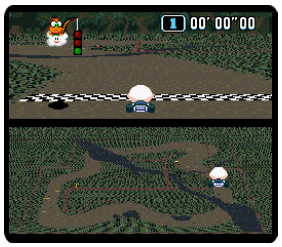
This was the second hack Link2006 made. It also had great reviews. It's also had less glitches. It consist of a mix of good GFX, great level design, and feature the obscure hero, Luigi, on a quest to find Mario. Luigi jumps way higher than his brother Mario. Also, Fire Luigi has been tweaked to look like SSB Luigi with his patented green fireballs that also shoot straight and bounce off slants.

## Mario Kart R

| | |
|---|---|
| **Developer** | d4s |
| **Release date** | March 23, 2004 |
| **Genre** | Racing |
| **Mode** | 1-2 Players |

This is a modification of the original Super Mario Kart game for the SNES. It contains all new courses, brand new graphics, altered music and even Kirby as a playable character, replacing Toad.

*"thegamesdb.net"*



## Metroid Super Zero Mission

**Developer** SB
**Release date** September 29, 2011
**Genre** Action-adventure
**Mode** 1 Player

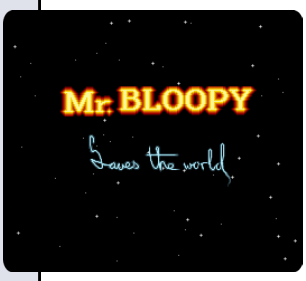
A complete hack that artfully combines the essences of both Super Metroid and Metroid Zero Mission. A lot of ASM modifications were utilized in order to freshen up the gameplay considerably. Only the standard abilities of Samus are required to play this hack, but players adept with advanced techniques will find ample opportunity to use them. This hack, made by a Metroid hacker from Japan, is turning the heads of numerous Metroid hackers from the english-speaking world.

## Mr. Bloppy Saves the World

**Developer** Copmedia
**Publisher** Piko Interactive
**Release date** 2014
**Genre** Edutainment, Platformer
**Mode** 1 Player

Educational Platformer developed by Copmedia in the early 90's. The game was cancelled, but licensed and published by Piko Interactive in 2013.

Players must help Mr. Bloppy, a secret agent hired to stop the horrible company "Pollution Unlimited" which is destroying the ecology of the planet.



## Nightmare Busters

6.8

**Developer** Arcade Zone
**Publisher** Super Fight Team
**Release date** December 23, 2013
**Genre** Run and gun
**Mode** 1-2 Players

Nightmare Busters is a run-and-gun game released in 2013 for the SNES. It stars a pair of leprechaun twin brothers, Flynn and Floyd, who are out to stop the diabolical Tyrant. The game can be played alone, or by two players who take on the monster hordes simultaneously in a cooperative effort.

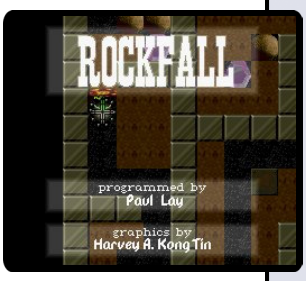
## Oh No! More Zombies Ate My Neighbors

| | |
|---|---|
| **Developer** | Stanley_Decker |
| **Release date** | January 17, 2010 |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Almost 10 years in the making, a complete hack/ unofficial sequel including 55 all new levels, new gameplay options, items, enemies and more.

*"thegamesdb.net"*

## Rockfall



| | |
|---|---|
| **Developer** | Paul Lay |
| **Publisher** | Piko Interactive |
| **Release date** | 2013 |
| **Genre** | Puzzle |
| **Mode** | 1 Player |

Rockfall is a Boulderdash clone Paul Lay wrote for the Super Nintendo back in 1995/6 with graphics by Harvey Kong Tin.

It uses mode 7 to zoom when players collect a crystal, rotate when they complete a level and to rotate during the game and have all the rocks fall in the opposite direction.

## Sonic The Hedgehog

| | |
|---|---|
| **Publisher** | Twin Eagles Group |
| **Release date** | September 18, 1996 |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Sonic the Hedgehog (also known as Sonic the Hedgehog 4 on some cartridges) is a pirate game for the SNES by Peruvian scene organization Twin Eagles Group. In actuality, it is a hack of Speedy Gonzales: Los Gatos Bandidos. Notable features include Sonic's new ability to kick, and mission to free Mario from cages. All music has been removed, except for four tracks, one of which plays during almost every level.

*"thegamesdb.net"*

## Steven Seagal is The Final Option

| | |
|---|---|
| **Developer** | RSP |
| **Publisher** | Tekmagic |
| **Release date** | January 1, 2001 |
| **Genre** | Action |
| **Mode** | 1-2 Players |

In September 1993, publisher TecMagik announced that Steven Seagal would star in his own beat 'em up Genesis and SNES game. It would not be based on one of his movies; instead, it was his celebrity itself. The idea did not culminate; the project, scheduled for release in 1994, delayed to 1995 and then cancelled. A downloadable beta of the game is available to play.

## Super Mario Bros. 2 Deluxe

| | |
|---|---|
| **Developer** | SSM |
| **Release date** | N/A |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Super Mario Bros. 2 Deluxe is a full ROM hack for Super Mario World where players return to the world of Sub-Con to rescue the subcons and the princess from Bowser. All the graphics and levels have been changed and the game looks a lot like the original Super Mario Bros.2 title but with enhancements.

*"thegamesdb.net"*

## Super 4 in 1 Multicart

| | |
|---|---|
| **Publisher** | Piko Interactive |
| **Release date** | December 14, 2013 |
| **Genre** | Compilation |
| **Mode** | 1-8 Players |

Super 4 in 1 Multicart is a compilation of 4 different games from 3 different developers; each with their own style and taste.

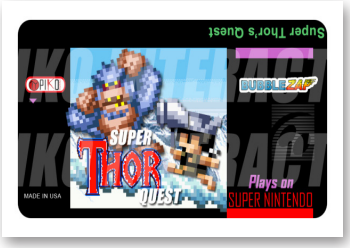
Titles included are: Mazezam Challenge, a puzzle game. UWOL - Quest for Money, a game that resembles a lot the 80s and 90s arcades. Skipp and Friends. And N-WARP Daisakusen, a fighting game.

*"gamefaqs.com"*

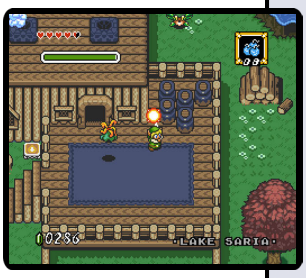
## Super Thor Quest

**Developer** Bubble Zap Games
**Publisher** Piko Interactive
**Release date** 2014
**Genre** Platformer
**Mode** 1 Player

Players must help Thor save Lady Sif from the Snow man. The game features four different levels, difficulty increase, cheat codes, and great 16 bit graphics.



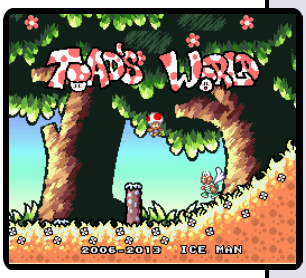
## The Legend of Zelda: Parallel Worlds



**Developer** Euclid
**Release date** December 31, 2006
**Genre** Adventure
**Mode** 1 Player

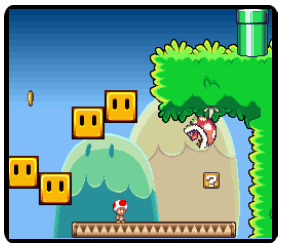
The Legend of Zelda: Parallel Worlds is a fan hack of The Legend of Zelda: A Link to the Past using new graphics, new music, a new overworld and underworld, and a new storyline.

## Toad's World



**Developer** Ice Man
**Release date** October 19, 2013
**Genre** Platformer
**Mode** 1-2 Players

This is a full Super Mario World hack that does not only have a new player but new graphics, levels, gimmicks as well as music and sprites. Basically this is not Super Mario World anymore but feels like another game.



# Unreleased/Cancelled Games

As with every console, the Super Nintendo also have a large number of cancelled titles under it`s belt. The following pages concist of some of the games that was cancelled for the system. Some of the games were cancelled in various degree of completion, and some was more or less playable when cancelled. Some unreleased games have started to get released as unlicenced games, as seen on the previous pages. For more on the unreleased and cancelled games, please visit the web-site: *"http://www.unseen64.net/"*

## In the Hunt

**Developer** Irem
**Genre** Shooter
**Mode** 1-2 Players

In the Hunt is a horizontal scrolling shooter arcade game by Irem. It was released in 1993 and later ported to the Sega Saturn, the PlayStation and Windows 95 for the PC by Kokopeli. A SNES version was in development, with a playable version appearing at a Consumer Electronics Show, but it was never completed. The player takes the role of a submarine in underwater environments. There are a total of six levels in the game.

## GoldenEye 007

**Developer** Rare
**Genre** Platformer
**Mode** 1 Player

GoldenEye 007 was developed by an inexperienced team; eight of its ten developers had never previously worked on video games. As programmer David Doak recalls, "Looking back, there are things I'd be wary of attempting now, but as none of the people working on the code, graphics, and game design had worked on a game before, there was this joyful naïveté." Due to the success of Donkey Kong Country, GoldenEye 007 was originally suggested as a 2D side-scrolling platformer for the Super Nintendo Entertainment System, but Martin Hollis, the director and producer of the game, proposed "a 3D shooting game" for Nintendo's in-development "Ultra 64" console.

## FX Fighter

**Developer** Argonaut Games
**Genre** Fighting
**Mode** 1-2 Players

FX Fighter is a video game developed by Argonaut Games and released by GTE Entertainment in 1995. It was an early realtime 3D fighting game to be developed for the PC. The game was also being developed for the SNES, but eventually only the PC CD-ROM version for MS-DOS was released.

The SNES version was previewed in GamePro #66 and Nintendo Power #69 and relied on the Super FX powered GSU-2 to deliver polygon graphics that were otherwise unattainable on the Super Nintendo. At the Winter 1995 Consumer Electronics Show, GTE Entertainment and Nintendo announced that they would be jointly developing and publishing the game. However, the project was canceled prior to release along with Star Fox 2, another Super FX 2-powered title for the system.

## Mother 3

**Developer** HAL Laboratory
**Genre** Role-playing
**Mode** 1 Player

Mother 3 is a 2006 role-playing video game in the Mother series, developed by Brownie Brown and HAL Laboratory and published by Nintendo for the Game Boy Advance. Mother 3 began development in 1994 as a game for the Super Famicom with Shigeru Miyamoto and Satoru Iwata as producers. The team mostly consisted of members involved in the development of EarthBound. Inspired by the Nintendo 64 launch title Super Mario 64, the development team transitioned from the Super Famicom to the newer console believing that they could also creatively flourish by making a 3D world without technical restrictions. However, their early specifications exceeded the capabilities and memory limits of the console; halfway through development the team scaled back its large scope and changed the platform to the 64DD, a Nintendo 64 expansion peripheral that was later released only in Japan in 1999. Mother 3 was expected to be a launch title for the peripheral, but development shifted back to the Nintendo 64 after the 64DD was considered a commercial failure. A demo of Mother 3 was showcased at the 1999 Nintendo Space World trade show. Shigesato Itoi announced in late August 2000 that Mother 3 was cancelled following a number of delays. Iwata and Miyamoto clarified in an interview that resources had been moved to the development of the GameCube, the next Nintendo console.

## Final Fantasy VII

**Developer** Square
**Genre** Role-playing
**Mode** 1 Player

Planning sessions for Final Fantasy VII began in 1994 after the release of Final Fantasy VI. At the time, the game was intended to be another 2D project for the Super Nintendo. Series creator Hironobu Sakaguchi originally planned for the story to take place in New York in the year 1999, and as such, the original script of Final Fantasy VII, which was written by Sakaguchi, was completely different from the finished product. Tetsuya Nomura recalled how Sakaguchi "wanted to do something like a detective story." The first part of the story involved a "hot blooded" character named "Detective Joe" who was in pursuit of the main characters, after they had blown up the city of Midgar, which had already been developed for the story. The final scenario was written by Kazushige Nojima and Yoshinori Kitase, based on the story by Sakaguchi and Nomura. Masato Kato was brought into the project later and wrote three scenes for the game.

However, several of the staff members were working in parallel on Chrono Trigger, and development for Final Fantasy VII was interrupted when the other project became significant enough to require the help of Kitase and other designers. Some of the ideas originally considered for Final Fantasy VII ultimately ended up in Chrono Trigger instead. Other ideas, such as the New York setting and the sorceress character Edea, were kept unused until the later projects Parasite Eve and Final Fantasy VIII respectively.

Development resumed in late 1995, and required the efforts of approximately 120 artists and programmers, using PowerAnimator and Softimage 3D software. It was the most expensive video game of its time, with a development budget of around US$45 million, equivalent to $67 million in 2015. Kitase was concerned the franchise might be left behind if it did not catch up to the 3D graphics being used in other games, and production began after the completion of a short, experimental tech demo called Final Fantasy SGI for Silicon Graphics' Onyx workstations. The demo featured polygon-based 3D renderings of characters from Final Fantasy VI in a real time battle. This experiment led the development team to integrate these design mechanics into Final Fantasy VII. However, as a result of the high quantity of memory storage required to implement the motion data, only the CD-ROM format would suit the project's needs. Nintendo, for whom Square had developed previous titles in the Final Fantasy series, had decided to continue to use cartridges for its upcoming Nintendo 64 console. This eventually led to a dispute that resulted in Square ending its relationship with Nintendo. Instead, they announced on January 12, 1996 that they would be developing Final Fantasy VII exclusively for Sony's PlayStation console.

# Project Dream

A screenshot of Project Dream on N64

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Genre** | Adventure, Role-playing |
| **Mode** | 1 Player |

Project Dream was an unreleased video game that was originally going to be released for the SNES, and later the Nintendo 64 by Rare. The game was instead entirely re-developed as Banjo-Kazooie, which was released for the Nintendo 64 three years later. The game's initial plot was to involve around a young boy named Edison, who had caused a long term trouble with pirates led by their leader, Captain Blackeye.

Development of the game began after the release and success of Rare's SNES title, Donkey Kong Country. Tim Stamper, Rare's founder who previously directed Donkey Kong Country, took overall control of Project Dream.

One specified reason why Project Dream was not completed was that it was considered too big for the SNES version, and was later converted to the Nintendo 64 to become a large 3D role-playing game. Initially, Dream was to feature an unconventional terrain system, but performance issues on the Nintendo 64 led to the abandonment of that approach. That technical setback, along with concerns about project's overall direction, led to the transformation of the project into what became Banjo-Kazooie.

# Socks the Cat Rocks the Hill

| | |
|---|---|
| **Developer** | Kaneko |
| **Publisher** | Kaneko |
| **Genre** | Platformer |
| **Mode** | 1 Player |

Socks the Cat Rocks the Hill is an unreleased platform video game developed by Kaneko for the Super Nintendo Entertainment System and Sega Genesis. The game stars Socks, the real-life pet cat of former U.S. President Bill Clinton.

The game follows Socks as he makes his way past spies, politicians, and news media to warn the White House of a stolen nuclear missile. The game's bosses are caricatures of former Republican leaders such as Richard Nixon and George H. W. Bush. Nintendo's own censorship policies during the late 1980s and early 1990s condemned games that had "subliminal political messages" or "overt political statements".

Socks the Cat was originally scheduled for a release in the fall of 1993, but was delayed until the following year. Development was eventually finished and the game was ready to be shipped to retailers, but it was canceled following the closing of publisher Kaneko's U.S. branch in July 1994. Review copies were still distributed, and multiple publications wrote reviews including Nintendo Power, GamePro, and Electronic Gaming Monthly.

A prototype cartridge of Socks the Cat found its way into the hands of private collectors. In 2011, a video was uploaded to YouTube showing gameplay from the cartridge. The game ROM remains unreleased to the public.

The game was reviewed in the June 1994 issue of Nintendo Power, which claimed the boss characters were caricatures of former political figures (including previous U.S. Presidents). It was also reviewed in the July 1994 issue of GamePro, where it was given scores of 3.0 for graphics, 2.5 for sound, 3.5 for controls, and 3.5 for fun factor (out of five possible points). Their criticisms were that the game was too easy and the graphics were flat. They did, however, like the political satire. Electronic Gaming Monthly gave it a 5.8 out of 10, calling it "a cute run-and-jump, claw the enemies game."

# Socks THE CAT ROCKS THE HILL

Call it "capital punishment," but Socks the Cat, the nation's first feline, is at play on Capital Hill. Suddenly, "political party," takes on new meaning in these two new humorous games for Genesis and SNES. "Socks Rocks the Hill," is a madcap adventure to save the world from nuclear annihilation.

Socks, the White House cat, discovers the missing portable nuclear missile launch unit in his favorite napping spot, the basement of a foreign embassy. To avoid mass destruction he must return it to the White House and alert the first family. But, a foreign spy ring has their own political agenda. They want to see Socks run, and not for political office!

The chase begins. Socks must overcome the likes of foreign spies, Enemy Animal Agents, politicians, secret service agents and the ever-present media corp. To keep the party alive, Socks pounces, tumbles and negotiates his way out of the intricate secret passages and puzzles of Washington. This cat is in a ring of trouble, but not over the hill yet! "Socks Rocks the Hill," is a one or two player 8 MEG game for Genesis and SNES. Comedic action, scrolling graphics and playful movement make this game a platform to run on, and on and on. Rock on with Kaneko USA's "Socks Rocks the Hill." Available nationwide this fall!

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KANEKO®

# NesGlider

*by: unseen64.net*

| | |
|---|---|
| **Developer** | Argonaut Software |
| **Genre** | Shooter |
| **Mode** | 1 Player |

Most in the gaming enthusiast community know of Star Fox; a fan favourite among the Nintendo faithful and other gamers alike. What many do not know is what lead to the circumstances of its creation, and how it all started with an independent British games developer called Argonaut Games.

Argonaut Games managed to successfully design 3D models for the NES and the Gameboy, becoming the first developers to do so. This feat attracted the attention of Nintendo, who then signed a deal with Argonaut Games to acquire their services. What they had done to pique the interest of Nintendo, Jez said "They had the Nintendo logo drop down from the top of the screen, and when it hit the middle the boot loader would check to see if it was in the right place." Nintendo had engineered their games in such a way that they would only boot if "Nintendo" dropped down to the correct place on the screen. Argonaut had modified this so that they could drop down any word, but with a resistor and a capacitor installed. This meant that Argonaut could make the game think that it had read the text and successfully boot, essentially circumventing Nintendo's copyright protection.

It is at this point that NesGlider comes in. Argonaut games had a working prototype of the game running on the NES console. NesGlider was merely a placeholder name and it came about due to the fact the game was similar to their StarGlider game and was being developed for the NES console. Argonaut Games also developed a prototype of the game for the new Nintendo hardware the SNES.

The game did really look quite rough as can be seen in a gameplay demo that can be seen online (*https://www.youtube.com/watch?v=aCNt8EAIWGM*), it seemed very slow and the graphics were shaky. This was because the SNES console was not primarily built with 3D games in mind. NesGlider on the SNES looked like it was not as good as the previous StarGlider game which used quick movements and looked a lot smoother. This is why Jez told Nintendo "This is as good as it's going to get unless they let us design some hardware to make the SNES better at 3D."

Nintendo whole-heartedly agreed with Jez and invested one million pounds for the new hardware to be developed. It was called the Super FX chip which was comically codenamed "MARIO" (Mathematical, Argonaut, Rotation & Input/Output) the chip would render 3D polygons that would assist the SNES in rendering 2D effects. The chip would actually be placed on the games cartridge and this allowed the SNES to finally utilize 3D graphics that may look archaic by today's standards but were groundbreaking for a console at this time.

Argonaut then gave the prototype NesGlider to Nintendo to allow them to work on it, this was a completely collaborative effort as developers from both companies worked on the game. Shigeru Miyamoto from Nintendo was made the producer for the game and he picked his own developers, artists and other people from Nintendo so that NesGlider could become a more "Nintendo" type game.

This is where the prototype did a complete "Barrel Roll", Miyamoto wanted to give NesGlider a more arcadey feel and wanted there to be more action. This is where the collaboration came in and Argonaut games gave Nintendo the idea that the player would be in a spaceship and fly to other planets instead of the way that the prototype played, which in gameplay seemed to be on Earth fighting tanks and walkers. Miyamoto also did not want the game to be considered boring and so decided that all the main characters would be animals and the reason that he chose a fox was that it was a prominent feature at a nearby shrine.

NesGlider is not a cancelled game but is purely a super early prototype for the highly regarded StarFox. If it was not for Argonaut Games and Jez San this hugely popular franchise would have not come into existence. This kind of collaboration between Nintendo and Argonaut was the main reason for the success this title deserved and with a bit of give and take between developers and publishers amazing games can be created.

# Star Fox 2

| | |
|---|---|
| **Developer** | Nintendo, Argonaut Software |
| **Publisher** | Nintendo |
| **Genre** | Shooter |
| **Mode** | 1-2 Players |

Star Fox 2 was to be the second of the Star Fox series and the direct sequel to Star Fox. Both Argonaut Games and Nintendo developed the game, with Nintendo planning to publish it. The Japanese version was completely finished except for minor debugging tools that weren't yet removed. It is unknown if there are any complete official English versions, though an unofficial fan translation exists. This game was scheduled to be released in the summer of 1995.

Star Fox 2 continued the battle against Emperor Andross who seeks to conquer the Lylat system, with the Star Fox team assembled once again to defeat him. The game introduces a new semi-real time gameplay system, featuring new ship types and two new Star Fox team members. It also features a more advanced 3D game engine thanks to a new improved version of the Super FX powered GSU-2.

The premise of Star Fox 2 is markedly different from its predecessor: Instead of following mostly linear paths inside predefined missions, the player moves a team of two ships freely around a map screen that represents the Lylat system. When the player's ships make contact with enemy forces, the game switches to an action perspective, piloting the Arwing ship directly with controls and game play similar to the first Star Fox. When the player clears the specified objectives, he or she is taken back to the map screen to select a new destination.

The game was extensively covered by the various gaming magazines of the time, with many screenshots provided by Nintendo to generate interest in the sequel. Since the leaking of the unfinished beta code, some individuals have managed to take and compile a large variety of screengrabs. These were taken using an emulator. Early in development, Fara Phoenix from the Star Fox comic (called "Lady" in the alpha) and the Andross look-alike "Saru" (Japanese for "monkey") were in place of Miyu and Fay. Fay replaced a female sheep character from the game's early development.

While Nintendo never disclosed the official reason for its cancellation, Star Fox 2 programmer Dylan Cuthbert shares the reasons for its cancellation: " Star Fox 2 was fully completed. I was the lead programmer and while Giles made Stunt Race FX, myself and the rest of the original Star Fox team (ie. Nintendo's artists and designers) expanded Star Fox into a full 3D shooting game. The reason for non-release was the then impending Nintendo 64 which of course was intended to be released a lot sooner than it actually was. Miyamoto-san decided he wanted to have a clean break between 3D games on the SNES and 3D games on the new superior 64-bit system. In retrospect, he could have released Star Fox 2 and there would have been over a year and a half before the N64 came out. But hindsight is always 20/20".

On the Internet, a ROM image exists of an early alpha version of the game, which came from a source code archive dating to when the game was in early development. This version features a rudimentary multiplayer mode. Another ROM, compiled from the latest known source code before the project was cancelled, can also be found—this version is nearly complete and contains minor bugs, debug code, and unfinished features, however, it lacks the multiplayer mode found in the alpha version. These ROMs can be played using a SNES emulator and can be run on real hardware if burned to a cartridge with a Super FX chip. Additionally, a fan-made patch can be added to the near-final ROM—this fixes most of the bugs, removes the debug code and the unfinished features, and translates the game's dialog into English (a version of this patch also exists without the language translation). In an interview with Nintendo Life in 2015, Dylan Cuthbert reveals he has a copy of the game's finalised ROM image, completely reviewed and debugged by Mario Club, which he acquired during the development of Star Fox Command, and states that the mastered ROM image sustains many elements that remain missing from the prototype ROM images floating on the web.

## Mother 3

**Developer** HAL Laboratory
**Genre** Role-playing
**Mode** 1 Player

Mother 3 is a 2006 role-playing video game in the Mother series, developed by Brownie Brown and HAL Laboratory and published by Nintendo for the Game Boy Advance. Mother 3 began development in 1994 as a game for the Super Famicom with Shigeru Miyamoto and Satoru Iwata as producers. The team mostly consisted of members involved in the development of EarthBound. Inspired by the Nintendo 64 launch title Super Mario 64, the development team transitioned from the Super Famicom to the newer console believing that they could also creatively flourish by making a 3D world without technical restrictions. However, their early specifications exceeded the capabilities and memory limits of the console; halfway through development the team scaled back its large scope and changed the platform to the 64DD, a Nintendo 64 expansion peripheral that was later released only in Japan in 1999. Mother 3 was expected to be a launch title for the peripheral, but development shifted back to the Nintendo 64 after the 64DD was considered a commercial failure. A demo of Mother 3 was showcased at the 1999 Nintendo Space World trade show. Shigesato Itoi announced in late August 2000 that Mother 3 was cancelled following a number of delays. Iwata and Miyamoto clarified in an interview that resources had been moved to the development of the GameCube, the next Nintendo console.

## Rayman

**Developer** Ubisoft
**Genre** Platformer
**Mode** 1-2 Players

The Rayman character came from sketches in 1994 made by Michel Ancel. The designer was influenced by Russian, Chinese and Celtic fairy tales. Ubi Soft funded Ancel's project. Early in its development, the game was intended for the Super Nintendo console and featured a two-player mode. Ubi Soft decided to move the project to a CD-ROM console, and the developers hired animators from a cartoon company that considerably improved the graphics. When Super Nintendo's CD-ROM feature was canceled, the game moved to the Atari Jaguar for its superior hardware, and advertisements in late 1994 announced the game as a Jaguar exclusive. The PlayStation and Saturn versions came later in the development.

## The Shadow

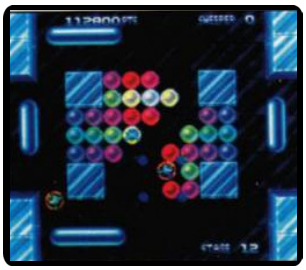
**Developer** Ocean Software
**Publisher** Ocean Software
**Genre** Beat `em up
**Mode** 1 Player

The Shadow is a canceled SNES video game. It is based in the film of the same name.

The gameplay is similar to other Beat 'em up games such as Final Fight or Double Dragon, where the player controls The Shadow through several levels fighting against several enemies. The player has two bars; one is the life bar and a bar that allows the player to perform special attacks (invisibility, gun play, speed running, a dome shield that knocks out everyone who hits it). It also contains a driving stage where The Shadow battles Mongols on motorbikes (Maritech Labs), and roughly follows the plot of the movie.

# Sound Fantasy

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Genre** | Music game |
| **Mode** | 1 Player |



Sound Fantasy, titled Sound Factory during development, is an unreleased video game for the SNES/Super Famicom. Interactive media artist Toshio Iwai had built the installation art piece Music Insects, which he created during his time as an Artist in Residence at the San Francisco Exploratorium. Iwai's friend at Nintendo approached him, to convert his Music Insects concept into a video game in 1993. There, it was expanded into a four-piece product: one game and three creative titles. During its development from 1993 to 1994, it was previewed in several trade magazines with the name Sound Factory. A trademark for the name "Sound Fantasy" was filed by Nintendo of America on January 13, 1994 and abandoned on January 24, 1999. The resulting Super NES game Sound Fantasy was completed in 1994 and and Iwai left his work at Nintendo in favor of another art residency.

The October 1994 issue of Electronic Gaming Monthly expected the game's release in September. It was intended to be bundled with the SNES Mouse and mouse pad and would be packaged in a large box similar to Super NES games like Mario Paint and EarthBound. Though planned for worldwide release, the release of the finished product was canceled by Nintendo for unknown reasons.

"Iwai says he is not sure exactly what happened. Because of personnel changes at Nintendo, he never received a straight answer. Iwai speculates that market challenges from the new 32-bit Sony PlayStation and Sega Saturn, coupled with the success of Nintendo's Donkey Kong Country, with its 3-D look, may have convinced Nintendo executives that they needed more action, not music." -Wired magazine

In August 2010, an exhibit titled The Man Called 'The God of Games' was shown in Harajuku in honor of Gunpei Yokoi (producer of Sound Fantasy). As part of this exhibit, Toshio Iwai hosted his own presentation called "The Genes of Gunpei Yokoi Inside of Me" where he displayed his works that had been inspired by Gunpei Yokoi: the Tenori-on musical instrument and the Sound Fantasy music game. Iwai brought the game cartridge and played it.

A prototype version of the game was leaked online in April 2015.

Sound Fantasy contains eccentric concepts and untested game mechanics. Music games, especially on home consoles, were not popular in the early 1990s, and it wouldn't be until much later in the decade that they gained mainstream attention. The Sound Fantasy prototype contains four different games in one cartridge.

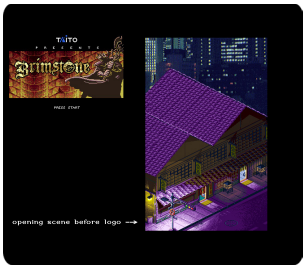
Pix Quartet was inspired by Toshio Iwai's Music Insects. There are four insects of different colors, where the player can select different insect to each represent a different instrument. They crawl all over the screen, where the player can draw. Insects that crawl over a colored pixel make a note. Each color represents a different note for each insects.

Beat Hopper contains three different modes: A-type, B-type and Training. A-type is a rhythm game in the style of Q-bert, where an insect on a pogo must make every block disappear after stepping on it as many times needed. Each block makes its own sound and the order does not matter. The player can improvise a song with each block. B-type requires the player to follow a path of blocks that appears every time the player touches one. The player must make as many steps as possible without losing three lives.

Ice Sweeper is a Breakout clone with a few new twists added after a few stages, such as four bats controlled by a single player.

Star Fly is inspired by music boxes, where the player can set a sequence of stars in the sky, to compose a song. A higher star corresponds to a higher musical note. The player may set the speed and the tone.

## Brimstone



| | |
|---|---|
| **Developer** | Teknocrest |
| **Genre** | Role-playing |
| **Mode** | 1 Player |

Brimstone is a SNES JRPG that Teknocrest, an american software house, was working on in 1994 on Taito's behalf. The same programmer that developed Farstar and the genesis version of Lufia, both of which were also cancelled, wrote about this lost game in a opa-ages thread:

"Yeah it was basically another RPG that Teknocrest "promised" to make for Taito. Funny thing is they had all this artwork, but no programmer. So I was hired to make a SNES "demo" of Brimstone. Anyways I made something up in about a week, and Taito greenlighted the project. But about a month later they decided to put Brimstone on hold and put priority on porting Lufia….and it all went downhill from there…"

*"unseen64.net"*

## Pinkie

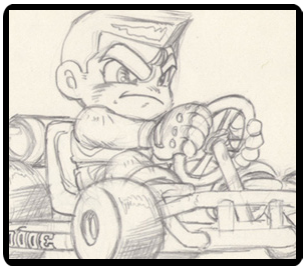
| | |
|---|---|
| **Developer** | Data Design Systems |
| **Genre** | Platformer |
| **Mode** | 1 Player |

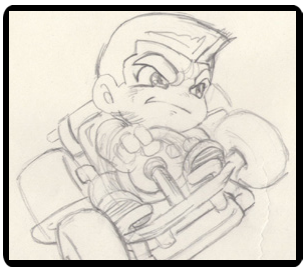
Pinkie is a 2D platform game developed by Data Design Systems and published for Amiga in 1995. It seems that a port of this game was in development for the Super Nintendo but never completed for various reasons. Thanks to an anonymous contributor a playable version of Pinkie SNES was leaked and can be preserved.

This is a developer build and has various debugging features turned on, such as the controller Select button will allow you teleport the character anywhere in a level and the map screen automatically unlocks the next level without you needing to complete the previous level. There's lots of other bits in there as well – along with various parts that are completely broken such as the level exit effect which will cause the game to lose frames and never properly recover.

*"unseen64.net"*

## Kunio-kun Kart





| | |
|---|---|
| **Developer** | Technos |
| **Genre** | Racing |

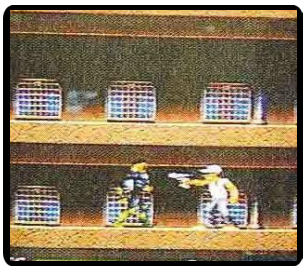
Kunio-kun is a famous series developed by Technos Japan and it was their mascot in Japan. Despite the first game was a beat'em up, soon Technos used the characters for games in other kind of genres, even puzzle games. The most well known Kunio-kun spin off were those concerning sport games ( dodge ball, beach volley, football, basket, hockey, baseball ), always presented through Kunio-kun crazy and not-so-serious atmosphere the series is known for.

Yoshihisa Kishimoto, one of the main men behind Kunio-kun, revealed on his site how a go-kart racing game starring Kunio for Super famicom was in a preliminary phase in early '90. The idea probably sprung after witnessing Super Mario Kart huge success on the platform. Unfortunately it seems the game never went into production and soon after the japanese developer declared bankruptcy.

*"unseen64.net"*

## Green Lantern

**Developer** Ocean Software
**Genre** Platformer
**Mode** 1 Player



Green Lantern is a cancelled platformer/adventure game based on the DC comic of the same name that was in development for the Super Nintendo at Ocean Software in 1994.

A small preview of the game was feature in the French publication, Super Power Magazine issue 29. Their write-up reveals that the game was a side-scrolling platformer with shooter elements. The story featured Hal Jordan's Green Lantern hunting down the queen of Xaos, who is planning to conquer the universe with an army of invisible alien soldiers, once she collects a set of all-powerful crystals.

Seven levels in total were planned, each taking place on a different world in the DC universe. It all culminated with a final stage using mode 7, where the player would have flown the Lantern through space in a shoot 'em up style endgame.

A contributor from SNES Central was able to get in touch with some former members of Ocean to learn more about the project, as well as its demise. According to these sources, the game's original programmer was Andrew Deacin. Unsatisfied with his efforts, the company's management later replaced him with Bobby Earl, who rewrote its code from the ground up. This is just one of a number of restructuring moves made during Green Lantern's development, says John Lomax, who was an artist on the team:

"Green lantern was an interesting one as I was only on the game for the first few weeks before moving of to work on Jurassic park 2. It kinda went through development hell (new programmers coming on to finish it as the original guys were fired)."

Bobby Earl, the coder who succeeded Deacin, revealed the circumstances of the project's eventual cancellation:

"Green Lantern was a project I worked on quite a few years ago, for the Super Nintendo. The project was infact finished, but DC Comics wanted some very difficult and arduous changes to the product, thus considering the budget already spent, Ocean Software deemed it was not worth continuing with the project."

Given the apparent pressure the license holders were placing on Ocean, it is likely that they were also to some extent responsible for the changes in the team's staff throughout its development.

Dean Evans, the composer of the game's soundtrack has since come forward about his experience with the title, even releasing some of the music he created for it on YouTube. According to Evans, a number of his songs from Green Lantern were re-used in Ocean's Waterworld tie-in game.

*"unseen64.net"*

## Killer Instinct 2

**Developer** Rare
**Genre** Fighting

Killer Instinct 2 is a fighting game developed by Rare, licensed by Nintendo and manufactured by Midway in 1996. A modified version of KI2 appeared on the Nintendo 64 as Killer Instinct: Gold, but a SNES version of KI2 was also developed and completed but never released.

## Christopher Columbus

**Developer** Misawa Entertainment
**Genre** Shooter
**Mode** 1 Player

Christopher Columbus (aka Xpoferens Columbus) is a cancelled shoot 'em up that was in development by Misawa Entertainment for the Super Famicom/SNES in 1992/1993. The game was loosely based on the famous italian explorer, but with a fantasy twist: his ship was able to fly and to shoot energy bullets, to take down huge mammoths, weird sea creatures and ancient dragoons. It seems that Christopher Columbus was almost complete, it was even promoted in a catalog with other Misawa Entertainment's titles from 1992/1993, but in the end the game was never released for unknown reasons.

*"unseen64.net"*

## Thunder in Paradise

**Developer** Software Toolworks
**Genre** Action
**Mode** 1 Player

Thunder in Paradise is a cancelled action game that was in development in 1994 for the Super Nintendo by Software Toolworks. The game was based on the TV series of the same name, starring Hulk Hogan, and it would have had at least 3 different gameplay modes, as we can see from the screenshots in the gallery below, found in EGM issue #63.

As wrote by Evan G in his article on SNES Central, it's possible that the Thunder in Paradise game was never released because the TV show was cancelled in late 1994 for quality reasons. It would have been an economic risk to complete and publish a game based on an unsuccessful TV show.

*"unseen64.net"*

## Tarzan

**Developer** Manley & Associates
**Genre** Platformer
**Mode** 1 Player

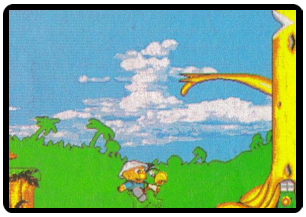
In 1992/1994 Manley & Associates were working on a Tarzan platform game for the Super Nintendo, that would have been published by Gametek. The project was later cancelled, as we can read from Clayton Kauzlaric's blog:

"The project was pretty close to content complete when it was canned. We had stumbled along for a good five months without any real design, apart from what the artists and programmers cobbled together on the fly. The game's cancellation may have been related to the way good ol' Tarzan methodically slaughters his way through the endangered species list over the course of the game. The fact that doing so wasn't even fun just sealed the deal".

*"unseen64.net"*

## Environmental Detective

**Developer** Magicom
**Genre** Platformer



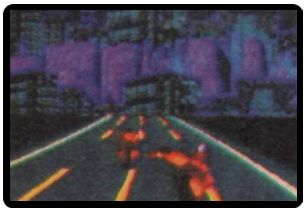
Environmental Detective is a cancelled platform/adventure game that was in development by Magicom for the Super Nintendo and Genesis. There is scant information about the project, save for a short description in an old Mean Machine magazine. Players would have taken the role of "Ozone Kid" to solve various green-related puzzles.

The character was meant to be an environmental do-gooder who picks up trash in his home town, "Recycle City" and always takes his refuse to the recycling centre. His other numerous antics include stopping spray cans from making holes in the ozone layer and preventing the rainforest from being cut down by evil crocodiles. The general idea of the game was to inform children of environmental problems… but something went wrong during the development and Environmental Detective was never released.

*"unseen64.net"*

## Akira

**Developer** THQ
**Genre** Action
**Mode** 1 Player



Rod_Wod from the Assembler Forum has posted various scans from the cancelled Akira games (based on the manga/anime with the same name) that were meant to be released by THQ for the Genesis, Super Nintendo, Mega CD and Game Gear. Probably the screens published in the magazines were all from the same version, as the graphic looks almost the same for all the various consoles. Some more screens were found in Player One #44, Console Plus #44 and #35.

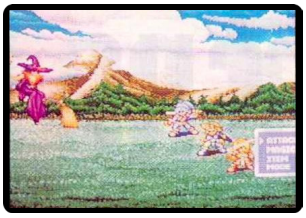
From an interview at Hardcore Gaming 101 we can read a lot of interesting info about the development of these unreleased Akira games:

"It was not so much cancelled or scrapped as it fell into neglect. Larry transferred rights to THQ and we couldn't get clear agreement on the game elements with the project manager. They didn't understand the limitations of the SNES. The project was then victim to a number of disasters including the lead programmer leaving, and other work being more pressing."

*"unseen64.net"*

## Felicia

**Developer** Tonkin-House
**Genre** Role-playing



Felicia is a cancelled RPG that was in development by Tonkin House for the Super Famicom/Super Nintendo in 1995. From the few screenshots from Super Power magazine issue #28, it seems that Felicia was going to have traditional turn-based combats and a nice side-scrolling view for exploring the buildings. It's possible that Tonkin House decided to cancel Felicia to concentrate their efforts in developing new games for the PlayStation.

*"unseen64.net"*

# Casing

## Super Famicom

**Date** 1990–1998
**ID** SHVC-001

All versions of the SNES are predominantly gray, although the exact shade may differ. The ABS plastic used in the casing of some older SNES and Super Famicom consoles is particularly susceptible to oxidization on exposure to air, likely due to an incorrect mixture of the stabilizing or flame retarding additives. This, along with the particularly light color of the original plastic, causes affected consoles to quickly become yellow; if the sections of the casing came from different batches of plastic, a "two-tone" effect results. The color can sometimes be restored with UV light and a hydrogen peroxide solution.

## NTSC Super Nintendo

**Date** 1991–1997
**ID** SNS-001

The original North American version, designed by Nintendo of America industrial designer Lance Barr (who previously redesigned the Famicom to become the NES), has a boxy design with purple sliding switches and a dark gray eject lever. The loading bay surface is curved, both to invite interaction and to prevent food or drinks from being placed on the console and spilling as had happened with the flat surfaced NES.

## PAL Super Nintendo

**Date** 1992–1998
**ID** SNSP-001

The Japanese and European versions are more rounded, with darker gray accents and buttons. The European and American versions of the SNES controllers have much longer cables compared to the Japanese Super Famicom controllers.

All versions incorporate a top-loading slot for game cartridges, although the shape of the slot differs between regions to match the different shapes of the cartridges. The card-edge connector has 62 contacts; however, many cartridges only connect to the middle 46.

## NTSC Super Nintendo Model-2

**Date** 1997–1999
**ID** SNS-101

The SNS-101 model was a lighter and more compact redesign of the original SNS-001 model of the SNES. It was designed by Lance Barr, who also designed the original SNS-001, the first North American NES model and the Model NES-101 redesign. Released at a lower price point, Nintendo marketed it as an entry-level gamer's system for customers who were on a budget and who may have been put-off by the large outlay required for other more modern systems such as the Nintendo 64, Sega Saturn and PlayStation.

The SNS-101 lacks the expansion slot on the base featured on the SNS-001, making it incompatible with the Japan only Satellaview add-on or the SNES-CD prototypes. The power and reset buttons were moved to the left hand side, and it no longer has a cartridge eject button. As with the redesigned NES (NES-101) before it, the SNS-101 model has no LED power light to indicate when the unit is on (as the original NES, SNES, and N64 all included) The RF connector was also removed; however, an N64 RF modulator can be used to give the SNS-101 RF output if required.

The SNS-101 features the same "MULTI OUT" audio/video connector used on the original SNS-001 model. However, the SNS-101 only outputs composite video and stereo audio through this port, even though the original SNS-001 supported composite video, S-Video and RGB. The video encoder chip used in the system still supports S-Video and RGB, but these pins were left unused. Many users who wished for a better picture resorted to modifying the system to restore this missing functionality.

## Super Famicom Jr.

**Date** 1998–2003
**ID** SHVC-101

The Super Famicom Jr. or Super Famicom Junior, often abbreviated as SFC Jr., was a redesign of the original Super Famicom video game console released by Nintendo in Japan in 1990. It was stylistically similar to the SNS-101 released in North America five months earlier. It was released in Japan on March 27, 1998 and retailed for ¥7800. It was manufactured until September 2003.

The Super Famicom Jr. was lighter and more compact redesign of the original Super Famicom console. It was almost identical to the SNS-101 console released in North America previously, and featured the same connections and outputs.

The Super Famicom Jr. lacks the expansion slot on the base featured on the original Super Famicom, making it incompatible with the Satellaview add-on released in Japan or the SNES-CD prototypes. As with the AV Famicom redesign before it, the Super Famicom Jr. lacks a LED power light to indicate when the unit is on (as the original NES, SNES, and N64 all included).

Differences between the North American SNS-101 include the power and reset buttons colored grey instead of purple, the different shape of the cartridge port to accommodate the rounder-edged Japanese games, and the Super Nintendo logo no longer molded into the plastic, instead having a recessed 'Super Famicom' plastic label. The "MULTI OUT" connector was also renamed "AV OUT" for the Super Famicom Jr. The Super Famicom Jr. also uses the same AC adapter as the original Super Famicom and Famicom.

The controller also retains the multi-colored buttons used on the original Super Famicom controller instead of the purple buttons used in North America. However, despite the different colored buttons it still retains the same SNS-102 model number used on the North American controller.

# SNES Enhancement Chips

The list of SNES enhancement chips demonstrates the overall design plan for the SNES, whereby the console's hardware designers had made it easy to interface special coprocessor chips to the console. This standardized selection of chips was available to increase system performance and features for each game cartridge. As increasingly superior chips became available throughout the SNES's vintage market years, this strategy originally provided a cheaper and more versatile way of maintaining the system's market lifespan when compared to Nintendo's option of having included a much more expensive CPU or a more obsolete stock chipset.

As a result, various enhancement chips were integrated into the cartridges of select game titles. The presence of an enhancement chip is most often indicated by 16 additional pins on either side of the original pins, 8 to each side.

## Super FX

**Manufacturer** Argonaut Games

Variants of the Super FX chip sorted chronologically

The Super FX chip is a 16-bit supplemental RISC CPU developed by Argonaut Games that was included in certain game cartridges to perform functions that the main CPU can not feasibly do. It is typically programmed to act as a graphics accelerator chip that draws polygons to a frame buffer in the RAM sitting adjacent to it.

In addition to rendering polygons, the chip is also used to assist the SNES in rendering advanced 2D effects. Super Mario World 2: Yoshi's Island uses it for advanced graphics effects like sprite scaling and stretching, huge sprites that allow for boss characters to take up the whole screen, and multiple foreground and background parallax layers to give a greater illusion of depth.

This chip went through at least four revisions, first starting out as a surface mounted chip labeled "MARIO CHIP 1" (Mathematical, Argonaut, Rotation & I/O) in the earliest Star Fox cartridges, commonly called the Super FX. The final known revision is the GSU-2-SP1. All versions of the Super FX chip are functionally compatible in terms of their instruction set. The differences arise in how they are packaged, their pinout, their maximum supported ROM size, and their internal clock speed.

## Cx4

**Manufacturer** Capcom

The Cx4 coprocessor chip in Mega Man X2

The Cx4 chip is a math coprocessor that was used by Capcom to perform general trigonometric calculations for wireframe effects, sprite positioning and rotation. It is known for its role in mapping and transforming wireframes in Capcom's second and third Mega Man X series games. It is based on the Hitachi HG51B169 DSP.

## DSP

DSP-1 chip in Pilotwings

This series of fixed-point digital signal processor chips allowed for fast vector-based calculations, bitmap conversions, both 2D and 3D coordinate transformations, and other functions. Four revisions of the chip exist, each physically identical but with different microcode. The DSP-1 version, including the later 1A die shrink and 1B bug fix revisions, was most often used; the DSP-2, DSP-3, and DSP-4 were used in only one title each. All of them are based on the NEC μPD77C25 CPU.

## GB-Z80

The chip inside the Super Game Boy peripheral possesses a core identical to the Z80-derived CPU in the handheld Game Boy. Because the Super NES is not powerful enough for software emulation of the Game Boy, circuitry equivalent to an entire handheld console is inside of the cartridge.

## MX15001TFC

This chip was made by MegaChips exclusively for Nintendo Power cartridges for the Super Famicom. The cartridges are equipped with flash ROMs instead of mask ROMs, and were designed to hold games downloaded for a fee from specialized kiosks in Japan. The chip manages communication with the kiosks to download ROM images, and provides an initial menu to select which of the downloaded games would be played. Some titles were produced both in cartridge and download form, while others were download only.

## OBC-1

OBC-1 is a sprite manipulation chip used exclusively in the Super Scope game Metal Combat: Falcon's Revenge, the sequel to Battle Clash.

## S-DD1

S-DD1 chip in Star Ocean

The S-DD1 chip is an ASIC decompressor made by Nintendo for use in some SNES Game Paks. Designed to handle data compressed by ABS Lossless Entropy Algorithm, a form of arithmetic coding developed by Ricoh, its use is necessary in games where massive amounts of sprite data are compressed with a total design limit of 32-megabits. This data is decompressed dynamically by the S-DD1 and given directly to the picture processing unit.

The S-DD1 mediates between the SNES's Ricoh 5A22 CPU and the game's ROM via two buses. However, the controlling 5A22 processor may still request normal, uncompressed data from the game's ROM even if the S-DD1 is already busy with a decompression operation. This form of parallelism allows sprite data to be decompressed while other types of data are quickly passed to the main CPU.

Star Ocean and Street Fighter Alpha 2 are the only games that use this chip. Emulation of the S-DD1 initially proved to be difficult, requiring "graphics packs" to be provided for the affected titles, until the compression algorithm was identified.

## S-RTC

S-RTC is a real-time clock chip used in one game, Daikaijuu Monogatari II.

## SA1

The Super Accelerator 1 (SA1) chip is used in a number of SNES games, including the popular Super Mario RPG: Legend of the Seven Stars.

Similar to the 5A22 CPU in the SNES console, the SA1 contains a processor core based on the 65C816 with several programmable timers. The SA1 does not function as a slave CPU for the 5A22; both can interrupt each other independently.

The SA1 also features a range of enhancements over the standard 65C816:

- Upgraded 10.74 MHz clock speed, up from a maximum of 3.58 MHz
- Faster RAM, including 2KBytes of internal RAM
- Memory mapping capabilities
- Limited data storage and compression
- New DMA modes such as bitmap to bit plane transfer
- Arithmetic functions (multiplication, division, and cumulative)

## SPC7110

A data decompression chip designed by Epson that is used in a few games by Hudson. Tengai Makyou Zero also contains a real-time clock chip accessed via the SPC7110.

## ST

The ST series of chips are used by SETA Corporation to enhance AI functionality.

ST010 was used for general functions and handling the AI of opponent cars in F1 ROC II: Race of Champions. Contains a NEC µPD96050 CPU.

ST011 is used for AI functionality in the shogi board game Hayazashi Nidan Morita Shogi. It also uses a NEC µPD96050.

ST018 is used for AI functionality in Hayazashi Nidan Morita Shogi 2. It is a 21.47 MHz, 32-bit ARMv3 processor.

### List of SNES games that use enhancement chips

| Game Title | Chip |
|---|---|
| Mega Man X2 | CX4 |
| Mega Man X3 | CX4 |
| Soukou Kihei Votoms: The Battling Road | DSP-1 |
| Bike Daisuki! Hashiriya Kon - Rider's Spirits | DSP-1 |
| Final Stretch | DSP-1 |
| Lock On | DSP-1 |
| Michael Andretti's Indy Car Challenge | DSP-1/1A |
| Pilotwings | DSP-1 |
| Shutokō Battle '94: Keichii Tsuchiya Drift King | DSP-1 |
| Shutokō Battle 2: Drift King Keichii Tsuchiya & Masaaki Bandoh | DSP-1 |
| Suzuka 8 Hours | DSP-1 |
| Super Air Diver 2 | DSP-1 |
| Super Bases Loaded 2 | DSP-1 |
| Super F1 Circus Gaiden | DSP-1 |
| Battle Racers | DSP-1 |
| Super Mario Kart | DSP-1/1B |
| Ace o Nerae! 3D Tennis | DSP-1A |
| Ballz 3D | DSP-1B |
| Dungeon Master | DSP-2 |
| SD Gundam GX | DSP-3 |
| Top Gear 3000 | DSP-4 |
| Metal Combat: Falcon's Revenge | OBC-1 |
| Asahi Shinbun Rensai: Katou Ichi-Ni-San Shougi: Shingiryuu | SA1 |
| Daisenryaku Expert WWII: War in Europe | SA1 |
| Derby Jockey 2 | SA1 |
| Dragon Ball Z: Hyper Dimension | SA1 |
| Habu Meijin no Omoshiro Shōgi | SA1 |
| Hayashi Kaihou Kudan no Igo Oodou | SA1 |
| Itoi Shigesato no Bass Tsuri No. 1 | SA1 |
| J.League '96 Dream Stadium | SA1 |

| Game Title | Chip |
|---|---|
| Jikkyou Oshaberi Parodius | SA1 |
| Jumpin' Derby | SA1 |
| Kakinoki Shogi | SA1 |
| Kirby Super Star | SA1 |
| Kirby's Dream Land 3 | SA1 |
| Marvelous: Mouhitotsu no Takarajima | SA1 |
| Masters New: Haruka Naru Augusta 3 | SA1 |
| Super Robot Taisen Gaiden: Masō Kishin - The Lord Of Elemental | SA1 |
| Mini 4WD Shining Scorpion Let's & Go!! | SA1 |
| Pebble Beach no Hotou: New Tournament Edition | SA1 |
| PGA European Tour | SA1 |
| PGA Tour 96 | SA1 |
| Power Rangers Zeo: Battle Racers | SA1 |
| Pro Kishi Jinsei Simulation: Shōgi no Hanamichi | SA1 |
| Saikousoku Shikou Shougi Mahjong | SA1 |
| SD F-1 Grand Prix | SA1 |
| SD Gundam G NEXT | SA1 |
| Shin Shogi Club | SA1 |
| Shogi Saikyou | SA1 |
| Shogi Saikyou 2 | SA1 |
| Super Bomberman Panic Bomber World | SA1 |
| Super Mario RPG: Legend of the Seven Stars | SA1 |
| Super Shougi 3: Kitaihei | SA1 |
| Taikyoku Igo: Idaten | SA1 |
| Takemiya Masaki Kudan no Igo Taishou | SA1 |
| Star Ocean | S-DD1 |
| Street Fighter Alpha 2 | S-DD1 |
| Daikaijuu Monogatari II | S-RTC |
| Far East of Eden Zero | SPC7110 |
| Momotaro Dentetsu Happy | SPC7110 |
| Super Power League 4 | SPC7110 |
| F1 ROC II: Race of Champions | ST010 |
| Hayazashi Nidan Morita Shogi | ST011 |
| Hayazashi Nidan Morita Shogi 2 | ST018 |
| Star Fox | Super FX GSU-1 |
| Stunt Race FX | Super FX GSU-1 |
| Vortex | Super FX GSU-1 |
| Dirt Racer | Super FX GSU-1 |
| Dirt Trax FX | Super FX GSU-1 |
| Super Mario World 2: Yoshi's Island | Super FX GSU-2 |
| Doom | Super FX GSU-2 |
| Winter Gold | Super FX GSU-2 |
| Star Fox 2 (cancelled) | Super FX GSU-2 |
| FX Fighter (cancelled) | Super FX GSU-2 |
| Comanche (cancelled) | Super FX GSU-2 |
| Powerslide (cancelled) | Super FX GSU-1 |

# Controllers

These pages consist of different SNES controllers, ranging from the basic controller to the more weird controllers. These controllers featured here are just a fraction of all the different controllers released for the system. The controllers featured here goes from more or less regular controllers to the weird or immersive controllers. In that order.

For more on controllers, please visit the web-sites:
"*geocities.ws/djslacker1/super_nintendo_accessories.html*"
"*supermarioworld.free.fr/consoles/snes2.htm*"
"*sitesnes.com/photo/pads.htm*"
"*supergaijinultragamer.org/category/z-special-feature-section/*"

## SNES Controller

**Manufacturer** Nintendo
**Release date** (us) August 13, 1991
**ID** SNS-005

The SNES feature a controller with a more rounded dog-bone like design than that of the NES and added two more face buttons, "X" and "Y", arranging the four in a diamond formation. Another addition to the SNES controller was the "L" and "R" shoulder buttons, which have been imitated by most controllers since. This gave the controller a total of 8 buttons. The inclusion of six active buttons was influenced by the popularity of the Street Fighter arcade series, which utilized six buttons.

## SNES-PAL/SFC Controller

**Manufacturer** Nintendo
**Release date** (jp) November 21, 1990
(eu) April 11, 1992
**ID (jp)** shvc-005
**ID (eu)** SNSP-005

There is a slight variation in the North American version of the controller. In the original design (used by the Japanese Super Famicom and PAL SNES) the A, B, Y and X buttons are all convex-curved and each one has a distinct color (A was red, B was yellow, X was blue, and Y was green). For the North American market, the A and B buttons were colored purple and the Y and X buttons were lavender and concave-curved. The European and American versions of the SNES controllers have much longer cables compared to the Japanese Super Famicom controllers.

## Angler

**Manufacturer** Beeshu

Functionally identical to the ASCIIPad. It is shaped slightly different than the standard controller; the round sides on the left and right are less rounded. What is unique about this controller, is one can put a little "stick" into the center of the joypad.

*"supermarioworld.free.fr"*

## asciiPad

**Manufacturer** Ascii
**ID** 4920

A joypad with regular fire/turbo/auto switches for A, B, X, Y, L and R buttons, and slow motion. Slightly larger than the regular controller, but close, and the same shape, so it may feel familiar. It looks and feels well build. One drawback is that the cord is shorter than the standard SNES controller, and this can be a problem, depending on how far one play from the console.

*"supermarioworld.free.fr"*

## Capcom Pad Soldier

**Manufacturer** Capcom
**ID** CP-S01

Looking at it for the first time, it seems to be completely and impossibly unwieldy. The buttons are not on the same plane as the d-pad, being instead tilted forward on a separate platform. It looks absolutely bizarre, but it actually works. From a quality perspective this pad is top-notch. It's well built, sturdy and it feels good in the hands. Even during a frantic session the pad does not creak or twist. The buttons have a nice response, the d-pad is perfectly punchy.

*"nfgworld.com"*

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## Competition Pro SN6

**Manufacturer** Honey Bee
**ID** SF-6

The Honey Bee Competition Pro SN6 is similar size and style to the Official Controller.

## Conqueror 2

**Manufacturer** QuickShot
**Release date** 1993
**ID** QS-186

This is a joystick which definately falls into the odd category. For one, it isn't strictly a joystick; it is a little larger than the big joypads, and the joystick is much smaller. The right hand side of the stick is square, which contours upwards to the upper part of the body, which was a raised circle. The bottom right forms a "rest", where it has a special rubber pad where players rest their wrist. The circle containe the four main buttons, and five buttons around the circumference, which activated programmed moves the user puts in.

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## CyberPad

**Manufacturer** Suncom

The CyberPad is a programmable control pad manufactured by Suncom for the Sega Mega Drive and SNES (black for SMD and white for SNES). It has two buttons which can be set to do various programmed "moves", and as there is a built-in battery back-up system, these moves are saved when the system is switched off. There are also turbo features.

## Dual Turbo

**Manufacturer** Akklaim

This controller is the SNES version of the popular wireless NES controller set by Acclaim. The controllers are sold 2 in a set, with a sensor that covers the front of the two SNES controller ports. The overall shape and color scheme is almost identical to the standard SNES controllers. The controllers offer the usual aftermarket controller extras, turbo and auto firing for the six regular buttons and slow motion.

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## Energiser

**Manufacturer** Wild Things

The Energiser is a very odd shaped pad, programmable, auto fire and slow motion.

## Fighter Stick SN

**Manufacturer** Ascii

This joystick is similar to other "fighter" joysticks available. It offers all the features one would expect; independently adjustable turbo and auto fire for all 6 buttons, and slow motion. The controller is shaped like a square, with a half circle stuck to the left hand side. The "half circle" has the stick itself, and the "Fighter Stick" logo above it. The six buttons are in two rows of three, at a 40 degree angle. On the bottom right of the "square" body is a flatter, slightly protruded from the main body, wrist rest, also curved at a 40 degree angle to match the buttons.

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## Gamemaster

**Manufacturer** Triton

The controller has the usual button scheme, except the Start and Select buttons, with a "P" button, blueish green (for executing the move one program into it) to the left of the Y and B buttons. There are three buttons along the top of the joypad to the left; accel, repeat, and auto, all the same color as the P button, used to program a move into the joypad. It has the usual basic shape of a SNES joypad, but instead of the usual curves, they are a slightly rounded square shape.

*"geocities.ws"*

## Invader 2

**Manufacturer** QuickShot

Invader 2 has the standard SNES joypad design, with independent turbo and auto fire for all 6 buttons, as well as slow motion.

## Power Pad Tilt

**Manufacturer** Champ
**ID** JS-306

The directional button is round instead of cross shaped, though the four corners on the top of the button are depressed, so as to form a cross shape on top, for a more accurate feel. This allows for true eight directional control. In additional to the usual operation of the controller, it allows for a special "tilt" control; one can hold the pad level with the ground, and rotate it left to right and front to back to move the character. It may be good for racing games, but not games where accuracy is important. It should be noted that this controller has a dual setting (slow and fast) turbo fire only, it does not have auto-fire. The shape of the controller is that of two circles, the size of one of the ends of the standard SNES controller, with a triangle with the base side up, with a smaller circle on the end of the triangle instead of coming to a peak. The start and select buttons are in the middle of the small circle, with the directional button on the circle on the left and the four main buttons (A, B, X, Y) on the right circle, in the usual fashion.

*"geocities.ws"*

## Score Master

**Manufacturer** Nintendo
**ID** SNSP-026

In Europe, Nintendo made available a first-party arcade joystick called the Nintendo Score Master. The Score Master is a slightly more ergonomic and smaller arcade stick than the "The Super Advantage", with a traditional 3-over-3 button layout, similar to the traditional 6-button arcade layout. The Nintendo Score Master is somewhat difficult to find in North America, as it was only released in Europe.

*"i64x.com"*

## SN Propad 2

The SN pro PAD 2 offers altogether eight fire keys. The function sustained fire is individually adjustable for six keys. The sustained fires status is indicated over LEDS. A Slow Motion key makes a slowing possible of the play actions down. The two Shoulder Buttons are freely programmable in your function.

*"geocities.ws"*

## Specialized Fighter Pad

**Manufacturer** Ascii

The Ascii Fighter Pad was designed for use with fighting games. Note that the L and R buttons are to the right of the X and A buttons, and not on the top edge of the controller as with almost all other joypads. This has turbo/auto fire for every button, as well as slow motion.

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## The Super Advantage

**Manufacturer** Ascii
**Release date** 1994

The Super Advantage was released in 1994 from Asciiware, and was the successor to the somewhat successful NES Advantage joystick originally released by Nintendo in 1987 for the Nintendo. Rather than manufacture an arcade style joystick themselves for the SNES platform, Nintendo chose to outsource the job to Asciiware in North America.

*"i64x.com"*

## Supercon 2B

**Manufacturer** QuickShot
**ID** QS-182

Aside from the somewhat different shape of this controller, and the odd select and start buttons, there is not much to note. It is a standard vanilla controller.

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## BatterUP

**Manufacturer** Sports Sciences
**Release date** 1994

BatterUP is a "24-inch foam-covered plastic" baseball bat-shaped controller manufactured for the personal computer, Sega Genesis, and the SNES by Sports Sciences Inc.

Games compatible with the SNES version according to instruction manual:

- Cal Ripken Jr. Baseball, 1992 Mindscape
- ESPN Baseball Tonight, 1994 Sony Imagesoft
- Hardball III, 1994 Accolade
- Ken Griffey Jr. Presents Major League Baseball, 1994 Nintendo
- Ken Griffey, Jr.'s Winning Run, 1996 Nintendo
- MLBPA Baseball, 1994 EA Sports
- Sports Illustrated: Championship Football & Baseball, 1993 Malibu Games
- Super Baseball, 1994 EA Techmo
- Super Batter Up, 1993 Namco

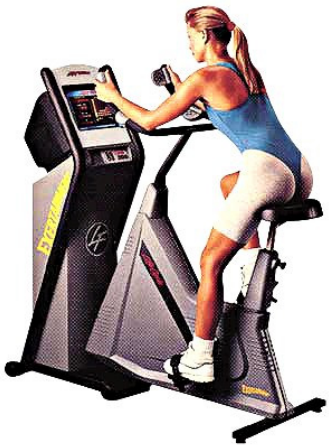
## Barcode Battler

**Manufacturer** Epoch
**Release date** 1992

The popularity of the Barcode Battler was such that in 1992, a follow-up handheld called the Barcode Battler II) was designed to provide enhanced functionality. The BBII Interface allowed the Barcode Battler to be attached to the Famicom and Super Famicom (via an adapter) consoles similar to the way the Game Boy Player allows for interfacing of the Nintendo GameCube with the e-Reader. The functionality of the Barcode Battler II while on this connection was purely as a barcode reader and the gameplay depended purely on the game cartridge in the machine it was connected to.

## Exertainment

**Manufacturer** Life Fitness



The Exertainment is an exercise bike that worked with the SNES. There were two games specially designed: Exertainment Mountain Bike Rally and the Exertainment Mountain Bike Rally/Speed Racer combo cart. The bike can still be purchased on various websites for about $2000 US.

The bike feature: Cable, satellite and antenna ready. Picture-in-picture monitor. Audio option of headphones or external speaker. Triathalon handlebars with built-in game controls. Pantented springless molded seat.

Specifications:

- L: 56" x W: 29" H: 64"
- Resistance: Belt
- Power Requirements: 120v 20amp
- Weight: 190lbs

*"snescentral.com"*

## Konami Justifier

**Manufacturer** Konami

The original versions for Sega and Nintendo's consoles were modeled after the replica revolvers used in the original arcade version of Lethal Enforcers. The gun was similar in appearance to a Colt Python. During the early 1990s, it was controversial in that it was realistic and used in equally realistic, violent video games (Lethal Enforcers). It was used as an example in the United States of America (US) congressional hearings of 1992 to 1993. The blue Justifier gun connects directly to the console. Optionally, a pink Justifier can be daisy chained into the blue gun rather for use by a second player.

## Lasabirdie

**Manufacturer** Ricoh

The Lasabirdie was part of an interactive Golf simulation setup for the Super Famicom. It is said to be limited to only 3,500 Japanese units.

*"superfamicom.org"*

## M.A.C.S. M16

**Manufacturer** Sculptured Software
**Release date** 1993

The M.A.C.S. (Mult-Purpose Arcade Combat Simulator) were designed by the U.S. Military to train soldiers in bootcamp back in the day. The lightgun consists of a light-pen attached to a M16 rifle and only worked with a specially designed game cartridge. Players would have to be about seven feet back from the T.V. for the game to actually work too.

## Miracle Piano Teaching System

**Manufacturer** The Software Toolworks
**Release date** 1990

The Miracle Piano Teaching System is a MIDI keyboard/teaching tool created in 1990. The Miracle system consisted of a keyboard, connecting cables, power supply, soft foot pedals, and software on a licensed SNES cartridge. After the supplied MIDI keyboard was connected to a console and the included software was loaded, a user followed the on-screen notes.

## Super NES Mouse

**Manufacturer** Nintendo
**Release date** July 14, 1992

The Super NES Mouse is a peripheral originally designed for use with the game Mario Paint. It was sold in a bundle with the game and included a plastic mouse pad. Soon after its introduction, several other titles were released with the Mouse support.

## Nordic Quest

**Manufacturer** Nordic Track

This controller is a peripheral for the Nordic Track. Players have to hook it up to their Nordic Track's computer, and the faster they ski, the faster they go. The controlllers hook onto the handles of the Nordic Track. This worked for both the SNES and the Genesis.

*"snescentral.com"*

## NTT Data Pad

The NTT Data Pad is a joypad with additional numeric keypad for use with Super Famicom Modem.

## Super Scope

**Manufacturer** Nintendo

The Super Scope, or Nintendo Scope in Europe and Australia,[1][2] is the official Super Nintendo light gun. The successor to the NES Zapper, the Super Scope was released in the European and North American markets, with a limited release in Japan due to a lack of consumer demand.

The Super Scope makes use of the scanning process used in cathode ray tube monitors, as CRTs were the only affordable TV monitors until the late 1990s. In short, the screen is drawn by a scanning electron beam that travels horizontally across each line of the screen from top to bottom. A fast photodiode will see any particular area of the screen illuminated only briefly as that point is scanned, while the human eye will see a consistent image due to persistence of vision.

## Twin Tap

**Manufacturer** Partyroom21

Twin Tap is a two push-buttons for use with the Japanese Shijou Saikyou no Quiz Ou Ketteisen Super quiz game.

## X-Band Keyboard

**Manufacturer** Catapult

The X-Band Keyboard is a QWERTY keyboard for use with X-Band Modem.

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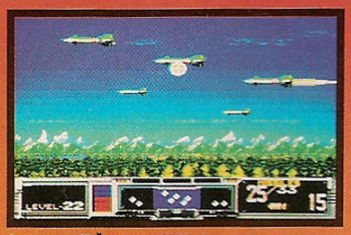
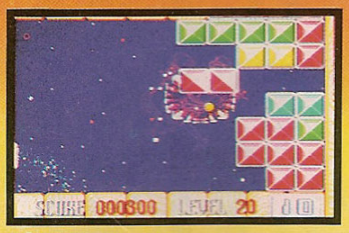

LaserBlazer™ Intercept

LaserBlazer™ Engage

LaserBlazer™ Confront


Blastris™ A

Blastris™ B

Mole Patrol™

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# Accessories

Like every Nintendo console, the SNES also had a lot of weird accessories.
These pages consist of a small sample of the more or less known SNES accessories.

## Data Packs

Data Packs are Satellaview 8M Memory Packs which have data meant to be used as expansion for a Data Pack-compatible game. Data Pack-compatible game cartridges have a resemblence to the BS-X Cartridge itself. The games which were compatible with Data Packs are:

- Same Game
- Derby Stallion 96
- RPG Tsukuru 2
- Sound Novel Tsukuru
- Ongaku Tsukuru Kanaderu
- Joushou Mahjong Tenpai
- SD Gundam G-NEXT
- Shigesato Itoi no Bass Tsuri No. 1

For most of these games, Data was distributed via St.GIGA's Satellaview services. Same Game and SD Gundam G-Next had some Data Packs sold as retail in stores. RPG Tsukuru 2, Sound Novel Tsukuru and Ongaku Tsukuru Kanaderu could save user-created data to 8M Memory Packs.

*"superfamicom.org"*

## Nintendo Power

The Nintendo Power flash RAM cartridge is a Japan-only peripheral which was produced by Nintendo for the Super Famicom and the Game Boy. The now defunct service allowed owners to download Super Famicom and Game Boy games onto a special flash memory cartridge for a lower price than that of the full cartridge.

Each cartridge's flash RAM is divided internally into eight blocks. Unless an 8-block game is loaded onto the cartridge, however, one block is reserved for the game selection menu, leaving only seven blocks for games. In addition, each cartridge has a small amount of SRAM for game saves, which is divided into sixteen blocks.

A user would first purchase the RAM cartridge itself, then bring it to a store which had a Nintendo Power copier. The player would select games to be copied to the cartridge. In addition, the store would provide the purchaser with a printed copy of the manual for the game. Game prices varied, with older titles being relatively cheap, and newer titles and Nintendo Power exclusives being more expensive.

## Satellaview

**Developer** Nintendo
**Release date** April 23, 1995

The Satellaview is a satellite modem peripheral for Nintendo's Super Famicom system that was released in Japan in 1995. It was developed and released by Nintendo to receive signals broadcast from satellite TV station WOWOW's satellite radio subsidiary, St.GIGA. St.GIGA was responsible for file server management, maintenance, and vocalization for "SoundLink" games. Nintendo data broadcasts were given a fixed time slot known as the Super Famicom Hour during which scrambled Satellaview-related data was streamed via radio waves to be unscrambled by St.GIGA's "BS digital hi-vision TV".

Every day between April 23, 1995 and June 30, 2000, St.GIGA servers broadcast material via the BS network to be received and unscrambled by subscribers to Nintendo's Satellaview service. Although St.GIGA and Nintendo worked as partners between April 1995 and April 1999, tensions between them caused a rift in April 1999 which led to Nintendo's splitting from St.GIGA as well as the end of Nintendo's support for the Satellaview system. Despite this, St.GIGA continued broadcasting alone from between April 1999 and June 2000 when it ceased support for the system as well.

Broadcast material consisted of three types of data:

• Games - Original Satellaview titles as well as software versions of regular NES and SNES games were broadcast every day throughout the lifetime of St.GIGA's support for the Satellaview. Games included SoundLink as well as regular titles, and also included beta versions for upcoming titles and student works. A number of the games were additionally the basis of larger National Events in which players would compete for prizes awarded by St.GIGA.

• Magazines - Digital magazines could be read on-screen, and contained information on a variety of topics such as upcoming video games, music, comedic performances, and the lives of pop idols. Like the games, broadcast magazines came in both SoundLink as well as silent formats. SoundLink magazines were performed by members of various comedic troupes such as All Night Nippon, Bakushō Mondai, Hikaru Ijūin, etc., and often featured special guests. Regular magazines included SatellaGuide, publications by Nintendo Power, comics by Lily Franky, etc.

• Data - A smaller number of Satellaview titles were released as special application cartridges that possessed the basic gameplay data of the series to which they belonged, and required no downloads to play. These cartridges, however, could be swapped for the BS-X application cartridge to download specific scenarios relating to the series. As such, these cartridges functioned similarly to game-specific Nintendo Power cartridges, where the basic game was purchased separately and then expansion pack material could be downloaded via Satellaview.

The name Satellaview is a portmanteau of "Satellite" and "view". "BS" stands for Broadcast Satellite, a common name of one of the direct broadcast satellites in Japan.

Because the Satellaview was only released in Japan, there has been some confusion among English-speaking enthusiasts as to what the "BS" prefix means. As a result, a number of mistranslations have been introduced into common use today and are prevalent on English-speaking fan sites, most commonly either "Bandai Satellaview" or "Broadcast Satellaview".

## StuntMaster

**Manufacturer** Victormaxx
**Release date** August 20, 1993

The StuntMaster is a "virtual reality" headset created by Victormaxx for the Sega Mega Drive and Super Nintendo. It is similar to Sega's plans for their unreleased Sega VR system, though no games were designed specifically for it. It was only released in North America.

The StuntMaster is essentially a large pair of goggles with two built-in LCD screens which project the image into each eye. As no 3D effects are implemented in the headset (and no games for either console supporting 3D output), it essentially acts as a TV. It requires its own power source which is provided with the unit.

*"segaretro.org"*

## Sufami Turbo

**Manufacturer** Bandai
**Release date** 1996

This device is designed to sit on top of the Super Famicom, and features two cartridge slots. The premise behind this idea is that games could be produced at a much cheaper rate (not having to rely on Nintendo). Unlike the Aladdin Deck Enhancer, this device was officially approved by Nintendo under the provision that Bandai handle all the hardware manufacturing themselves.

The two cartridge slots are designed to share data between the games. The cartridge placed in slot 1 is the game that will be played, while the cartridge in slot 2 supplies additional data for use in the main game. Nine of the thirteen SuFami Turbo titles make use of this system.

Games that are linkable are identified by a yellow diagram showing a SuFami Turbo with either 1 or 2 cartridges in the lower right corner of the game box. If the pictures has 1 cart plugged into the SuFami Turbo, it is not linkable. If it has 2 carts plugged into the SuFami Turbo then it is linkable with the games mentioned on the box.

Of the thirteen games released, nine of them were designed with the ability to link up, but not every game can be linked with every other game. Only certain combinations exist, and those combinations only exist within series of the same game.

## Super 8

**Release date** 1995

The Super 8 (also sold under the title Tri-star) was an unlicensed peripheral designed to allow the system to run games developed for the NES and Famicom. The Super 8 utilized an NES-on-a-chip (NOAC) integrated circuit to duplicate the functionality of the original NES hardware, and connected to the SNES's own cartridge port.

There are quite a few issues present within the system that affect gameplay. Some games aren't able to function properly when playing on the Super 8. The Start and Select buttons on the second controller do not work at all, likely a relic of the Japanese Famicom which had hard-wired controllers.

## Super Game Boy

**Manufacturer** Nintendo
**Release date** June 1994

The Super Game Boy is a 16-bit adapter cartridge. It was the first Game Boy-based add-on to a Nintendo console. The Super Game Boy allows game cartridges designed for use on the Game Boy to be played on a TV display using the Super Famicom/SNES controllers. It is the precursor to the Game Boy Player on the Nintendo GameCube, which functioned in a similar manner.

The Super Game Boy is compatible with the original monochrome Game Boy cartridges, Game Boy Camera, and the black Game Boy Color cartridges although it would display the latter in their monochrome compatibility mode. The unit could map the four shades of green to various colors on the screen. Later Game Boy games that were optimized to use the Super Game Boy had additional color information and could over-ride the ability to change the on-screen colors, and the ability to display a graphical border around the screen as well as the ability to display special background sprites on the screen, as seen in the Mario's Picross title screen. Those games would have printed a small "Super Game Boy Game Pak" logo on the box and cartridge. The adaptor could support up to 64 colors for the border, and 12 colors for the screen. Colorization is applied to the screen itself, and did not scroll with the background. Static screens could display all 10 colors.

The Super Game Boy actually consists of the same hardware as the Game Boy; inside the cartridge is a separate CPU that processes the games while the Super NES only provided means for user-input, output of graphics to the screen, and the additional coloring, similar to the Atari 5200 version of the Atari 2600 adapter.

The original Super Game Boy is known to play the game program and its audio 2.4% faster than other Game Boy hardware. This is due to the use of the Super NES's clock speed divided by 5, which ends up being 4.295 MHz instead of 4.194 MHz. The timing issue can be rectified by adding an appropriate crystal oscillator to the Super Game Boy and disconnecting the Super NES's clock source.

In Japan, Hori released a special Super Game Boy controller called the SGB Commander. The controller, aside from the 4 Game Boy buttons (A, B, Start and Select), also had 4 Super Game Boy specific buttons which could enable the user to mute the sound, reduce the speed of the game, change the colors and modify the display window. An additional switch is provided to alternate between Super Game Boy mode and regular Super Famicom Mode.

## Super Game Boy 2

**Manufacturer** Nintendo
**Release date** 1998

The Super Game Boy 2 was released exclusively in Japan in 1998. Additions included a link port to allow a user to access two-player mode via the link cable, the green game link LED, and the red power LED indicator. In addition, it came with eight new default borders, which replaced those in the original model (though the old borders are still accessible via a code); however, it retained the same built-in palettes and coloring tools as on the original model. This model also addressed the speed issue present on the original model. Contrary to rumors, the system is unable to run Game Boy Color-exclusive games. Also, this version of the SGB does not allow one to change borders in some games that have built-in borders. Some games have features only available through the Super Game Boy 2, such as a special Tetris DX border.

## Turbo File

**Manufacturer** Ascii

The Turbo File devices from ASCII Corporation are external storage devices for saving game positions on various Nintendo consoles. The devices have been sold only in Japan, and they are mainly supported by ASCII's own games.

The Turbofile II was designed for the Famicom. Same as Turbofile, but contains 32 Kbytes battery-backed SRAM, divided into 4 slots of 8 Kbytes, the slots are selectable via a 4-position switch. For Super Famicom, released around 1992. Allows to connect a Turbo File or Turbo File II to Super Famicom consoles. Aside from the pin-conversion (15pin Famicom to 7pin Super Famicom controller port), the device does also contain some electronics (adding a SNES-controller ID code, and inventing a more complicated transmission protocol for entering the data transfer mode).

## Voicer-kun

**Manufacturer** Koei

The Voicer-kun (sometimes erroneously called "Voice-kun") from Koei is an infrared transmitter/receiver for the Super Famicom that connects to the second controller port. The IR-transmitter is used for controlling Audio CD players, and is able to "learn" IR-signals from different CD Player manufacturers.

Below is a list of compatible games. The games' package included the Voicer-kun hardware, one or two Audio CDs, and a Super Famicom game cartridge.

- Angelique Voice Fantasy (1996)
- EMIT Vol. 1 - Toki no Maigo (1995)
- EMIT Vol. 2 - Inochigake no Tabi (1995)
- EMIT Vol. 3 - Watashi ni Sayonara wo (1995)
- EMIT Value Set (Vol. 1-3) (1995)

## XBAND

**Manufacturer** Catapult Entertainment

XBAND was an unofficial online console gaming network for SNES and Sega Genesis systems. It was produced by Catapult Entertainment, a Cupertino, California-based software company. It is the only modem released in America to have been officially licensed by Nintendo. It debuted in various areas of the United States in late 1994 and 1995. It is one of several precursors to modern online gaming networks as was eventually stabilized in the sixth and later generations of video games, such as Xbox Live, PlayStation Network, and Nintendo Network.

The client-side system worked by manipulating the game's memory in a way similar to Game Genie and third-party computer game modifications such as Multi Theft Auto.

Due to the limits of dial-up, many of the games were high in latency, and the company only improved this based on the demand of the games. For example, in January 1996, Mortal Kombat 3 for the SNES was nearly unplayable, due to the complexity and speed of the game. Although the game's playability improved over time, it still retained a large number of exploitable glitches.

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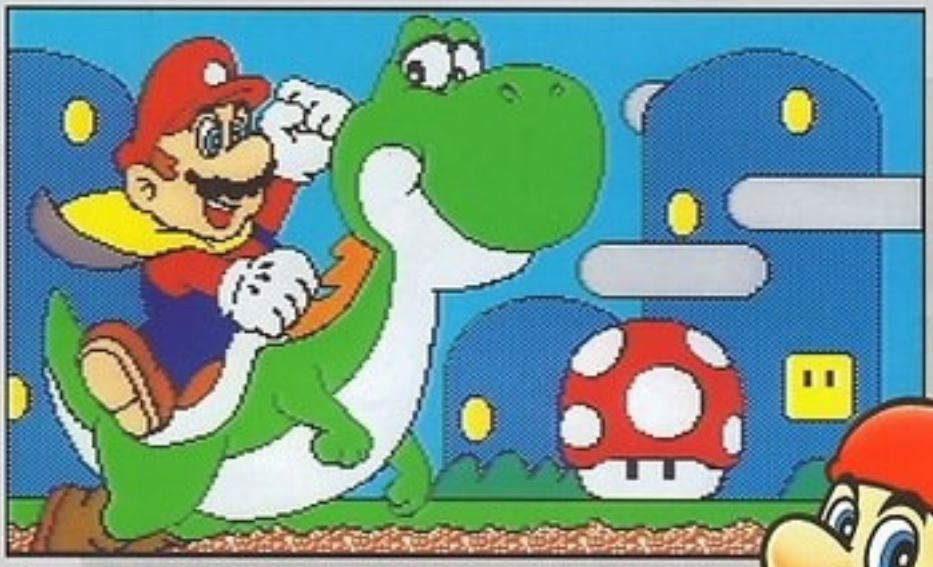

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# US Checklist

*"JasonFleck@gamefaqs.com"*

On these pages you may list the games you collect. The lists that follows are made for you to cross out the games you own. "C" means cart. "I" means the manual (info) and "B" means box. If you have Mega Man X2 with the cart and the manual, you check out "C" and "I". Of the console's 783 official releases, 249 (that is if Cannondale Cup is excluded considering that it´s exactly the same game as Exertainment Mountain Bike Rally) were exclusive to North America and 62 to Europe. This list include every licenced games released in North America.

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| 3 Ninjas Kick Back | 1995 | SNS-A3NE-USA | 12 | | | | |
| 7th Saga | 1993 | SNS-EL-USA | 12 | | | | |
| ABC Monday Night Football | 1993 | SNS-N5-USA | 13 | | | | |
| ACME Animation Factory | 1994 | SNS-ACME-USA | 14 | | | | |
| Aaahh!! Real Monsters | 1995 | SNS-ANNE-USA | 13 | | | | |
| Act Raiser | 1991 | SNS-AR-USA | 14 | | | | |
| Act Raiser 2 | 1993 | SNS-A8-USA | 14 | | | | |
| Addams Family Values | 1995 | SNS-VY-USA | 15 | | | | |
| The Addams Family | 1991 | SNS-AF-USA | 15 | | | | |
| The Addams Family: Pugsley's Scavenger Hunt | 1992 | SNS-AH-USA | 15 | | | | |
| Advanced D&D: Eye of the Beholder | 1994 | SNS-IB-USA | 81 | | | | |
| Adventures of Batman and Robin | 1994 | SNS-ABTE-USA | 16 | | | | |
| Adventures of Dr. Franken | 1994 | SNS-6F-USA | 16 | | | | |
| The Adventures of Kid Kleetz | 1994 | SNS-YK-USA | 16 | | | | |
| Adventures of Mighty Max | 1993 | SNS-AMOE-USA | 17 | | | | |
| Adventures of Rocky and Bullwinkle an Friends | 1993 | SNS-RZ-USA | 17 | | | | |
| Adventures of Yogi Bear | 1994 | SNS-Y8-USA | 18 | | | | |
| Aero Fighters | 1994 | SNS-AERE-USA | 18 | | | | |
| Aero the Acro-Bat | 1993 | SNS-XB-USA | 18 | | | | |
| Aero the Acro-Bat 2 | 1994 | SNS-AE2E-USA | 19 | | | | |
| Aerobiz | 1992 | SNS-AL-USA | 19 | | | | |
| Aerobiz: Supersonic | 1994 | SNS-AG-USA | 19 | | | | |
| Air Cavalry | 1994 | SNS-ACCE-USA | 20 | | | | |
| Air Strike Patrol | 1994 | SNS-4A-USA | 13 | | | | |
| Al Unser Jr.'s Road to the Top | 1994 | SNS-AUJE-USA | 20 | | | | |
| Aladdin | 1993 | SNS-RJ-USA | 66 | | | | |
| Alien 3 | 1993 | SNS-A3-USA | 21 | | | | |
| Alien vs. Predator | 1993 | SNS-AP-USA | 21 | | | | |
| American Gladiators | 1993 | SNS-AA-USA | 21 | | | | |
| An American Tail: Fievel Goes West | 1994 | SNS-9W-USA | 22 | | | | |
| Andre Aggasi Tennis | 1993 | SNS-7A-USA | 22 | | | | |
| Animaniacs | 1994 | SNS-ANCE-USA | 22 | | | | |
| Arcade's Greatest Hits: Atari Collection 1 | 1996 | SNS-AW7E-USA | 23 | | | | |
| Arcana | 1992 | SNS-RF-USA | 23 | | | | |
| Ardy Lightfoot | 1994 | SNS-A9-USA | 23 | | | | |
| Arkanoid: Doh It Again | 1997 | SNS-A6-USA | 24 | | | | |
| Art Of Fighting | 1994 | SNS-RW-USA | 24 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Axelay | 1992 | SNS-AX-USA | 25 | | | | |
| B.O.B. | 1993 | SNS-B4-USA | 26 | | | | |
| Ballz 3D | 1994 | SNS-ABZE-USA | 26 | | | | |
| Barbie: Super Model | 1994 | SNS-8L-USA | 26 | | | | |
| Barkley: Shut Up and Jam! | 1994 | SNS-U5-USA | 27 | | | | |
| Bass Masters Classic | 1994 | SNS-ABAE-USA | 27 | | | | |
| Bass Masters Classic: Pro Edition | 1996 | SNS-A9BE-USA | 27 | | | | |
| Bassin's Black Bass | 1994 | SNS-AB2E-USA | 28 | | | | |
| Batman Forever | 1995 | SNS-A3BE-USA | 28 | | | | |
| Batman Returns | 1993 | SNS-BJ-USA | 28 | | | | |
| Battle Blaze | 1992 | SNS-BZ-USA | 29 | | | | |
| Battle Cars | 1994 | SNS-4B-USA | 29 | | | | |
| Battle Grand Prix | 1993 | SNS-BG-USA | 30 | | | | |
| Battleclash | 1992 | SNS-BT-USA | 29 | | | | |
| Battletoads & Double Dragon: The Ultima | 1994 | SNS-UL-USA | 30 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNS-NX-USA | 30 | | | | |
| Bazooka Blitzkrieg | 1992 | SNS-BY-USA | 31 | | | | |
| Beauty and the Beast | 1994 | SNS-EW-USA | 66 | | | | |
| Beavis and Butthead | 1994 | SNS-ABUE-USA | 31 | | | | |
| Bebe's Kids | 1993 | SNS-6B-USA | 31 | | | | |
| Beethoven - The Ultimate Canine Caper! | 1993 | SNS-2V-USA | 32 | | | | |
| Best of the Best: Championship Karate | 1992 | SNS-BE-USA | 32 | | | | |
| Big Sky Trooper | 1995 | SNS-AB9E-USA | 32 | | | | |
| Biker Mice From Mars | 1994 | SNS-ABME-USA | 33 | | | | |
| Bill Lambeer's Combat Basketball | 1991 | SNS-CB-USA | 33 | | | | |
| Bill Walsh College Football | 1994 | SNS-7F-USA | 33 | | | | |
| BioMetal | 1993 | SNS-BV-USA | 34 | | | | |
| BlaZeon | 1992 | SNS-BL-USA | 34 | | | | |
| BlackThorne | 1994 | SNS-6Z-USA | 34 | | | | |
| The Blues Brothers | 1992 | SNS-B6-USA | 35 | | | | |
| Bonkers | 1994 | SNS-ABNE-USA | 66 | | | | |
| Boogerman: A Pick & Flick Adventure | 1995 | SNS-AB4E-USA | 35 | | | | |
| Boxing: Legends of the Ring | 1993 | SNS-LL-USA | 35 | | | | |
| The Brainies | 1996 | SNS-B7-USA | 36 | | | | |
| Brainlord | 1994 | SNS-3B-USA | 36 | | | | |
| Bram Stoker's Dracula | 1993 | SNS-5D-USA | 36 | | | | |
| Brandish | 1995 | SNS-QF-USA | 37 | | | | |
| Brawl Brothers | 1993 | SNS-RE-USA | 37 | | | | |
| BreakThru! | 1994 | SNS-ABXE-USA | 37 | | | | |
| Breath Of Fire | 1994 | SNS-BF-USA | 38 | | | | |
| Breath of Fire II | 1995 | SNS-AF2E-USA | 38 | | | | |
| Brett Hull Hockey | 1993 | SNS-5Y-USA | 38 | | | | |
| Brett Hull Hockey '95 | 1995 | SNS-ABHE-USA | 39 | | | | |
| Bronkie The Bronchiasaurus | 1994 | SNS-AB6E-USA | 39 | | | | |
| Brunswick World Tournament of Champions | 1997 | SNS-AWUE-USA | 39 | | | | |
| Brutal: Paws of Fury | 1994 | SNS-ABLE-USA | 41 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Bubsy II | 1993 | SNS-ABBE-USA | 41 | | | | |
| Bubsy: Claws Encounter of the Furred Kind | 1992 | SNS-UY-USA | 41 | | | | |
| Bugs Bunny: Rabbit Rampage | 1993 | SNS-R7-USA | 42 | | | | |
| Bulls Vs Blazers And The NBA Playoffs | 1992 | SNS-BU-USA | 42 | | | | |
| Bust-A-Move | 1995 | SNS-AYKE-USA | 42 | | | | |
| C2: Judgement Clay | 1995 | SNS-ACZE-USA | 53 | | | | |
| Cacoma Knight In Bizyland | 1992 | SNS-CC-USA | 43 | | | | |
| Cal Ripken Jr. Baseball | 1992 | SNS-CJ-USA | 43 | | | | |
| California Games II | 1992 | SNS-C2-USA | 43 | | | | |
| Cannondale Cup | 1994 | SNS-ASCE-USA | 166 | | | | |
| Captain America and the Avengers | 1994 | SNS-6A-USA | 45 | | | | |
| Captain Commando | 1995 | SNS-QM-USA | 45 | | | | |
| Captain Novolin | 1992 | SNS-CP-USA | 45 | | | | |
| Carrier Aces | 1995 | SNS-ACAE-USA | 46 | | | | |
| Casper | 1997 | SNS-AXCE-USA | 46 | | | | |
| Castlevania: Dracula X | 1995 | SNS-ADZE-USA | 46 | | | | |
| Champions World Class Soccer | 1994 | SNS-8W-USA | 47 | | | | |
| Championship Pool | 1993 | SNS-5P-USA | 47 | | | | |
| Championship Soccer ‘94 | 1994 | SNS-67-USA | 47 | | | | |
| Chavez Boxing | 1994 | SNS-ZV-USA | 208 | | | | |
| Chavez II | 1995 | SNS-AC2E-USA | 35 | | | | |
| The Chessmaster | 1991 | SNS-CH-USA | 48 | | | | |
| Chester Cheetah 2: Wild Wild Quest | 1993 | SNS-7C-USA | 48 | | | | |
| Chester Cheetah: Too Cool To Fool | 1992 | SNS-CE-USA | 48 | | | | |
| Choplifter III: Rescue & Survive | 1993 | SNS-3C-USA | 49 | | | | |
| Chrono Trigger | 1995 | SNS-ACTE-USA | 49 | | | | |
| Chuck Rock | 1992 | SNS-CK-USA | 50 | | | | |
| Clay Fighter | 1993 | SNS-8C-USA | 50 | | | | |
| Clay Fighter: Tournament Edition | 1994 | SNS-7E-USA | 53 | | | | |
| Claymates | 1994 | SNS-Y5-USA | 53 | | | | |
| Cliffhanger | 1993 | SNS-6C-USA | 54 | | | | |
| Clue | 1992 | SNS-CL-USA | 54 | | | | |
| College Football USA ‘97 | 1996 | SNS-AC7E-USA | 54 | | | | |
| College Slam | 1996 | SNS-ANYE-USA | 55 | | | | |
| Combatribes | 1992 | SNS-CR-USA | 55 | | | | |
| Congo’s Caper | 1993 | SNS-J2-USA | 55 | | | | |
| Contra III: The Alien Wars | 1992 | SNS-CS-USA | 56 | | | | |
| Cool Spot | 1993 | SNS-C8-USA | 56 | | | | |
| Cool World | 1992 | SNS-CD-USA | 56 | | | | |
| Cutthroat Island | 1995 | SNS-AC8E-USA | 58 | | | | |
| Cyber Spin | 1992 | SNS-CF-USA | 58 | | | | |
| Cybernator | 1993 | SNS-AV-USA | 58 | | | | |
| D-Force | 1991 | SNS-DF-USA | 64 | | | | |
| Daffy Duck: The Marvin Missions | 1993 | SNS-YF-USA | 60 | | | | |
| Darius Twin | 1991 | SNS-DT-USA | 60 | | | | |
| David Crane’s Amazing Tennis | 1992 | SNS-ZT-USA | 60 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| The Death and Return of Superman | 1994 | SNS-9D-USA | 61 | | | | |
| Demolition Man | 1995 | SNS-AD6E-USA | 61 | | | | |
| Demon's Crest | 1994 | SNS-3Z-USA | 63 | | | | |
| Dennis the Menace | 1994 | SNS-4D-USA | 63 | | | | |
| Desert Strike: Return to the Gulf | 1992 | SNS-RG-USA | 63 | | | | |
| Dig & Spike Volleyball | 1993 | SNS-VH-USA | 64 | | | | |
| Dino City | 1992 | SNS-DW-USA | 64 | | | | |
| Dirt Trax FX | 1995 | SNS-AF9E-USA | 65 | | | | |
| Donkey Kong Country | 1994 | SNS-8X-USA | 67 | | | | |
| Donkey Kong Country (Player's Choice) | | | 67 | | | | |
| Donkey Kong Country 3: Dixie Kong's Dou | 1996 | SNS-A3CE-USA | 68 | | | | |
| Donkey Kong Country 3 (Player's Choice) | | | 68 | | | | |
| Donkey Kong Country 2: Diddy Kong Quest | 1995 | SNS-ADNE-USA | 67 | | | | |
| Donkey Kong Country 2 (Player's Choice) | | | 67 | | | | |
| Donkey Kong Country (Competition Cart) | 1994 | SNS-BE-USA | | | | | |
| Doom | 1995 | SNS-AD8E-USA | 68 | | | | |
| Doom Troopers: The Mutant Chronicles | 1995 | SNS-AM9E-USA | 68 | | | | |
| Doomsday Warrior | 1992 | SNS-DM-USA | 70 | | | | |
| Double Dragon V: The Shadow Falls | 1994 | SNS-5E-USA | 70 | | | | |
| Dragon View | 1994 | SNS-ADVE-USA | 72 | | | | |
| Dragon's Lair | 1993 | SNS-DI-USA | 72 | | | | |
| Dragon: The Bruce Lee Story | 1994 | SNS-AD5E-USA | 70 | | | | |
| Drakkhen | 1991 | SNS-DK-USA | 73 | | | | |
| Dream T.V. | 1993 | SNS-VE-USA | 74 | | | | |
| Dungeon Master | 1992 | SNS-V2-USA | 74 | | | | |
| E.V.O.: The Search For Eden | 1993 | SNS-46-USA | 75 | | | | |
| EEK! The Cat | 1994 | SNS-E7-USA | 76 | | | | |
| ESPN Baseball Tonight | 1994 | SNS-EV-USA | 80 | | | | |
| ESPN National Hockey Night | 1995 | SNS-AEHE-USA | 80 | | | | |
| ESPN Speedworld | 1994 | SNS-ASWE-USA | 80 | | | | |
| ESPN Sunday Night NFL | 1994 | SNS-ASNE-USA | 81 | | | | |
| Earth Defense Force | 1992 | SNS-ED-USA | 75 | | | | |
| Earthbound (w/ big box and strategy guide) | 1995 | SNS-MB-USA | 75 | | | | |
| Earthworm Jim | 1994 | SNS-AEJE-USA | 76 | | | | |
| Earthworm Jim 2 | 1995 | SNS-A2EE-USA | 76 | | | | |
| Elite Soccer | 1994 | SNS-L7-USA | 79 | | | | |
| Emmitt Smith Football | 1995 | SNS-AESE-USA | 79 | | | | |
| Equinox | 1993 | SNS-EX-USA | 79 | | | | |
| Exertainment Mountain Bike Rally | 1994 | SNS-9X-USA | 166 | | | | |
| Exertainment Mountain Bike Rall/Speed Racer | 1995 | SNS-ALFE-USA | 166 | | | | |
| Extra Innings | 1991 | SNS-GL-USA | 81 | | | | |
| F-Zero | 1991 | SNS-FZ-USA | 82 | | | | |
| F-Zero (Player's Choice) | | | 82 | | | | |
| F1 Pole Position | 1993 | SNS-6P-USA | 82 | | | | |
| F1 ROC 2: Race of Champions | 1994 | SNS-E2-USA | 83 | | | | |
| F1 ROC: Race of Champions | 1992 | SNS-EH-USA | 83 | | | | |

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| FIFA International Soccer | 1994 | SNS-84-USA | 86 | | | | |
| FIFA Soccer '96 | 1995 | SNS-A6SE-USA | 86 | | | | |
| FIFA Soccer '97 Gold | 1996 | SNS-A7IE-USA | 86 | | | | |
| Faceball 2000 | 1992 | SNS-2F-USA | 84 | | | | |
| Family Dog | 1992 | SNS-D8-USA | 84 | | | | |
| Family Feud | 1993 | SNS-FN-USA | 84 | | | | |
| Fatal Fury | 1992 | SNS-GN-USA | 85 | | | | |
| Fatal Fury 2 | 1994 | SNS-DJ-USA | 85 | | | | |
| Fatal Fury Special | 1994 | SNS-3R-USA | 85 | | | | |
| Fighter's History | 1994 | SNS-YH-USA | 87 | | | | |
| Final Fantasy II | 1991 | SNS-F4-USA | 87 | | | | |
| Final Fantasy III | 1994 | SNS-F6-USA | 88 | | | | |
| Final Fantasy Mystic Quest | 1992 | SNS-MQ-USA | 88 | | | | |
| Final Fight | 1991 | SNS-FT-USA | 88 | | | | |
| Final Fight 2 | 1993 | SNS-F2-USA | 91 | | | | |
| Final Fight 3 | 1995 | SNS-AFZE-USA | 91 | | | | |
| Final Fight Guy | 1992 | SNS-FY-USA | 91 | | | | |
| Firepower 2000 | 1992 | SNS-FW-USA | 92 | | | | |
| Firestriker | 1994 | SNS-3S-USA | 92 | | | | |
| First Samurai | 1993 | SNS-FK-USA | 93 | | | | |
| Flashback: The Quest For Identity | 1993 | SNS-5F-USA | 93 | | | | |
| The Flintstones | 1995 | SNS-AFNE-USA | 93 | | | | |
| Flintstones: Treasure of Sierra Madrock | 1994 | SNS-9F-USA | 94 | | | | |
| Football Fury | 1993 | SNS-UF-USA | 94 | | | | |
| Foreman For Real Boxing | 1995 | SNS-AFEE-USA | 94 | | | | |
| Frank Thomas Big Hurt Baseball | 1995 | SNS-AFKE-USA | 95 | | | | |
| Frantic Flea | 1995 | SNS-AF8E-USA | 95 | | | | |
| Frogger | 1998 | SNS-AF7E-USA | 95 | | | | |
| Full Throttle: All-American Racing | 1995 | SNS-AFTE-USA | 96 | | | | |
| Fun N' Games | 1993 | SNS-7N-USA | 96 | | | | |
| GP-1 | 1993 | SNS-G7-USA | 101 | | | | |
| GP-1 Part II | 1995 | SNS-AGRE-USA | 101 | | | | |
| Gemfire | 1992 | SNS-RL-USA | 97 | | | | |
| Genghis Kahn 2 | 1993 | SNS-6G-USA | 97 | | | | |
| George Foreman's KO Boxing | 1993 | SNS-GK-USA | 97 | | | | |
| Ghoul Patrol | 1994 | SNS-AGJE-USA | 98 | | | | |
| Goal! | 1992 | SNS-SU-USA | 98 | | | | |
| Gods | 1992 | SNS-GZ-USA | 98 | | | | |
| Goof Troop | 1993 | SNS-G6-USA | 101 | | | | |
| Gradius III | 1991 | SNS-G3-USA | 102 | | | | |
| Great Circus Mystery Mickey & Minnie | 1994 | SNS-4C-USA | 103 | | | | |
| The Great Waldo Search | 1993 | SNS-GW-USA | 103 | | | | |
| GunForce | 1992 | SNS-GU-USA | 103 | | | | |
| Hagane | 1995 | SNS-AHGE-USA | 104 | | | | |
| Hal's Hole in One Golf | 1991 | SNS-JO-USA | 104 | | | | |
| Hammerlock Wrestling | 1994 | SNS-LJ-USA | 104 | | | | |

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| Hardball III | 1994 | SNS-3Y-USA | 105 | | | | |
| Harley's Humongous Adventure | 1992 | SNS-HV-USA | 105 | | | | |
| Harvest Moon | 1997 | SNS-AYWE-USA | 106 | | | | |
| Head On Soccer | 1995 | SNS-AVSE-USA | 106 | | | | |
| Hit The Ice | 1992 | SNS-HC-USA | 107 | | | | |
| Home Alone | 1991 | SNS-HA-USA | 107 | | | | |
| Home Alone 2: Lost in New York | 1992 | SNS-HN-USA | 108 | | | | |
| Home Improvement | 1995 | SNS-AHIE-USA | 108 | | | | |
| Hook | 1992 | SNS-HO-USA | 108 | | | | |
| Hunt for Red October | 1993 | SNS-RO-USA | 110 | | | | |
| Hurricanes | 1994 | SNS-AHUE-USA | 111 | | | | |
| Hyper V-Ball | 1993 | SNS-HQ-USA | 111 | | | | |
| HyperZone | 1991 | SNS-HZ-USA | 111 | | | | |
| Ignition Factor | 1995 | SNS-AIFE-USA | 112 | | | | |
| Illusion Of Gaia | 1994 | SNS-JG-USA | 112 | | | | |
| Imperium | 1993 | SNS-DN-USA | 112 | | | | |
| Incantation | 1996 | SNS-AIYE-USA | 113 | | | | |
| The Incredible Crash Dummies | 1993 | SNS-C7-USA | 113 | | | | |
| The Incredible Hulk | 1994 | SNS-8U-USA | 113 | | | | |
| Indiana Jones' Greatest Adventures | 1994 | SNS-AIJE-USA | 114 | | | | |
| Inindo: Way of the Ninja | 1993 | SNS-IN-USA | 114 | | | | |
| Inspector Gadget | 1993 | SNS-5G-USA | 114 | | | | |
| International Superstar Soccer Deluxe | 1995 | SNS-AWJE-USA | 115 | | | | |
| International Superstar Soccer | 1995 | SNS-3U-USA | 115 | | | | |
| International Tennis Tour | 1993 | SNS-IT-USA | 115 | | | | |
| Irem Skins Game | 1992 | SNS-MT-USA | 117 | | | | |
| Izzy's Quest For The Olympic Rings | 1995 | SNS-AIZE-USA | 117 | | | | |
| J.R.R. Tolkien's Lord of the Rings | 1994 | SNS-64-USA | 118 | | | | |
| Jack Nicklaus Golf | 1992 | SNS-JN-USA | 118 | | | | |
| James Bond Jr. | 1992 | SNS-JJ-USA | 118 | | | | |
| Jammit Basketball | 1994 | SNS-J6-USA | 119 | | | | |
| Jeopardy! | 1993 | SNS-JY-USA | 120 | | | | |
| Jeopardy! Deluxe Edition | 1994 | SNS-7Y-USA | 120 | | | | |
| Jeopardy! Sports Edition | 1993 | SNS-8Y-USA | 120 | | | | |
| The Jetsons: Invasion of Planet Pirates | 1994 | SNS-8J-USA | 121 | | | | |
| Jim Power: The Lost Dimension in 3-D | 1994 | SNS-6J-USA | 121 | | | | |
| Jimmy Connors Pro Tennis Tour | 1994 | SNS-JC-USA | 122 | | | | |
| Jimmy Houston's Bass Tournament USA | 1995 | SNS-AFUE-USA | 122 | | | | |
| Joe and Mac | 1991 | SNS-JT-USA | 122 | | | | |
| Joe and Mac 2: Lost in the Tropics | 1993 | SNS-J3-USA | 123 | | | | |
| John Madden Football | 1991 | SNS-JM-USA | 123 | | | | |
| John Madden Football 93 | 1992 | SNS-MF-USA | 123 | | | | |
| Judge Dredd | 1995 | SNS-AJDE-USA | 124 | | | | |
| The Jungle Book | 1994 | SNS-7K-USA | 124 | | | | |
| Jungle Strike | 1995 | SNS-AJGE-USA | 124 | | | | |
| Jurassic Park | 1993 | SNS-J8-USA | 125 | | | | |

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| Jurassic Park 2: The Chaos Continues | 1994 | SNS-A2JE-USA | 125 | | | | |
| Justice League Task Force | 1995 | SNS-AJLE-USA | 125 | | | | |
| Ka-Blooey | 1992 | SNS-BB-USA | 126 | | | | |
| Kawasaki Caribbean Challenge | 1993 | SNS-KC-USA | 126 | | | | |
| Kawasaki Superbike Challenge | 1995 | SNS-AKEE-USA | 126 | | | | |
| Ken Griffey Jr. Presents MLB | 1994 | SNS-JR-USA | 127 | | | | |
| Ken Griffey Jr.'s Winning Run | 1996 | SNS-A9GE-USA | 127 | | | | |
| Kendo Rage | 1993 | SNS-M7-USA | 127 | | | | |
| Kid Klown in Crazy Chase | 1994 | SNS-ZI-USA | 129 | | | | |
| Killer Instinct | 1995 | SNS-AKLE-USA | 129 | | | | |
| King Arthur and the Knights of Justice | 1995 | SNS-AAKE-USA | 129 | | | | |
| King Arthur's World | 1992 | SNS-RC-USA | 130 | | | | |
| King Of Dragons | 1994 | SNS-EI-USA | 130 | | | | |
| King of the Monsters 2 | 1994 | SNS-A7SE-USA | 133 | | | | |
| King of the Monsters | 1992 | SNS-KM-USA | 130 | | | | |
| Kirby Super Star | 1996 | SNS-AKFE-USA | 133 | | | | |
| Kirby's Avalanche | 1995 | SNS-PQ-USA | 133 | | | | |
| Kirby's Dream Course | 1995 | SNS-CG-USA | 134 | | | | |
| Kirby's Dreamland 3 | 1997 | SNS-AFJE-USA | 134 | | | | |
| Knights of the Round | 1994 | SNS-LO-USA | 135 | | | | |
| Kyle Petty's No Fear Racing | 1995 | SNS-AKPE-USA | 135 | | | | |
| Lagoon | 1991 | SNS-LA-USA | 136 | | | | |
| Lamborghini American Challenge | 1993 | SNS-L8-USA | 136 | | | | |
| Last Action Hero | 1993 | SNS-L5-USA | 136 | | | | |
| The Lawnmower Man | 1993 | SNS-LW-USA | 139 | | | | |
| Legend | 1994 | SNS-6L-USA | 139 | | | | |
| Legend of ZELDA - A Link to the Past | 1992 | SNS-ZL-USA | 140 | | | | |
| Legend of ZELDA (Player's Choice) | | | 140 | | | | |
| The Legend of the Mystical Ninja | 1992 | SNS-GG-USA | 139 | | | | |
| Lemmings | 1992 | SNS-LE-USA | 140 | | | | |
| Lemmings 2: Tribes | 1994 | SNS-L2-USA | 140 | | | | |
| Lester the Unlikely | 1994 | SNS-LY-USA | 141 | | | | |
| Lethal Enforcers (w/ big box and The Justifier) | 1993 | SNS-LK-USA | 141 | | | | |
| Lethal Weapon | 1992 | SNS-L3-USA | 141 | | | | |
| Liberty or Death | 1993 | SNS-7L-USA | 142 | | | | |
| The Lion King | 1994 | SNS-ALKE-USA | 142 | | | | |
| Lock On | 1993 | SNS-AZ-USA | 142 | | | | |
| Looney Toons B-Ball | 1995 | SNS-ALTE-USA | 143 | | | | |
| Lost Vikings | 1992 | SNS-LV-USA | 143 | | | | |
| Lost Vikings 2 | 1997 | SNS-ALVE-USA | 143 | | | | |
| Lufia & The Fortress of Doom | 1993 | SNS-ES-USA | 144 | | | | |
| Lufia 2: Rise of the Sinistrals | 1996 | SNS-ANIE-USA | 144 | | | | |
| MLBPA Baseball | 1994 | SNS-XH-USA | 164 | | | | |
| MVP Football | 1992 | SNS-NL-USA | 44 | | | | |
| Madden NFL '94 | 1993 | SNS-9M-USA | 145 | | | | |
| Madden NFL '95 | 1994 | SNS-ANLE-USA | 145 | | | | |

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| Madden NFL ‘96 | 1995 | SNS-A6FE-USA | 146 | | | | |
| Madden NFL ‘97 | 1996 | SNS-A7NE-USA | 146 | | | | |
| Madden NFL ‘98 | 1997 | SNS-A8NE-USA | 146 | | | | |
| Magic Boy | 1993 | SNS-YG-USA | 147 | | | | |
| Magic Sword | 1992 | SNS-MD-USA | 147 | | | | |
| Mario is Missing | 1993 | SNS-MU-USA | 148 | | | | |
| Mario Paint (w/ big box, mouse, and mousepad) | 1992 | SNS-MP-USA | 148 | | | | |
| Mario Paint (Player’s Choice) (w/ big box, etc.) | | | 148 | | | | |
| Mario’s Early Years: Fun with Letters | 1994 | SNS-ANVE-USA | 150 | | | | |
| Mario’s Early Years: Preschool Fun | 1993 | SNS-AMEE-USA | 150 | | | | |
| Mario’s Early Years: Fun With Numbers | 1994 | SNS-YR-USA | 150 | | | | |
| Mario’s Time Machine | 1993 | SNS-8M-USA | 151 | | | | |
| Mark Davis’ The Fishing Master | 1996 | SNS-AOAE-USA | 151 | | | | |
| Marvel Super Heroes: War of the Gems | 1996 | SNS-AHZE-USA | 152 | | | | |
| Mary Shelley’s Frankenstein | 1994 | SNS-AFRE-USA | 152 | | | | |
| The Mask | 1995 | SNS-AMGE-USA | 152 | | | | |
| Math Blaster: Episode One | 1994 | SNS-AMME-USA | 153 | | | | |
| Maui Mallard: Cold Shadow | 1996 | SNS-AZBE-USA | 153 | | | | |
| Mecarobot Golf | 1993 | SNS-TS-USA | 153 | | | | |
| Mechwarrior | 1993 | SNS-WM-USA | 154 | | | | |
| Mechwarrior 3050 | 1995 | SNS-A35E-USA | 154 | | | | |
| Mega Man 7 | 1995 | SNS-A7RE-USA | 155 | | | | |
| Mega Man Soccer | 1994 | SNS-RQ-USA | 155 | | | | |
| Mega Man X | 1993 | SNS-RX-USA | 155 | | | | |
| Mega Man X2 | 1995 | SNS-ARXE-USA | 157 | | | | |
| Mega Man X3 | 1996 | SNS-AR3E-USA | 157 | | | | |
| Metal Combat: Falcon’s Revenge | 1993 | SNS-KD-USA | 157 | | | | |
| Metal Marines | 1993 | SNS-6M-USA | 158 | | | | |
| Metal Morph | 1994 | SNS-AMHE-USA | 158 | | | | |
| Metal Warriors | 1995 | SNS-AWME-USA | 158 | | | | |
| Michael Andretti’s Indy Car Challenge | 1994 | SNS-AMAE-USA | 159 | | | | |
| Michael Jordan: Chaos in the Windy City | 1995 | SNS-AWCE-USA | 159 | | | | |
| Mickey Mania: Timeless Adventures of Mickey | 1994 | SNS-AMIE-USA | 159 | | | | |
| Mickey Mouse: The Magical Quest | 1992 | SNS-MI-USA | 147 | | | | |
| Mickey’s Ultimate Challenge | 1994 | SNS-6U-USA | 160 | | | | |
| Micro Machines | 1995 | SNS-AH3E-USA | 160 | | | | |
| Might and Magic III: Isles of Terra | 1995 | SNS-3H-USA | 161 | | | | |
| Mighty Morphin’ Power Rangers: Fight Edition | 1995 | SNS-A3PE-USA | 162 | | | | |
| Mighty Morphin’ Power Rangers | 1994 | SNS-52-USA | 161 | | | | |
| Mighty Morphin’ Power Rangers: The Movie | 1995 | SNS-A2RE-USA | 162 | | | | |
| The Miracle Piano Teaching System | 1991 | SNS-MR-USA | 162 | | | | |
| Mohawk and Headphone Jack | 1996 | SNS-AJYE-USA | 164 | | | | |
| Monopoly | 1992 | SNS-ML-USA | 164 | | | | |
| Mortal Kombat | 1993 | SNS-KX-USA | 165 | | | | |
| Mortal Kombat 2 | 1994 | SNS-28-USA | 165 | | | | |
| Mortal Kombat 3 | 1995 | SNS-A2ME-USA | 165 | | | | |

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| Mr. Do! | 1995 | SNS-AUNE-USA | 166 | | | | |
| Mr. Nutz | 1994 | SNS-N8-USA | 167 | | | | |
| Ms. Pac-Man | 1996 | SNS-AN8E-USA | 167 | | | | |
| Musya: Classic Japanese Tale of Horror | 1992 | SNS-MY-USA | 167 | | | | |
| NBA All-Star Challenge | 1992 | SNS-NB-USA | 168 | | | | |
| NBA Give ‘n Go | 1995 | SNS-ANJE-USA | 168 | | | | |
| NBA Hang Time | 1996 | SNS-AXGE-USA | 169 | | | | |
| NBA Jam | 1994 | SNS-8N-USA | 169 | | | | |
| NBA Jam Tournament Edition | 1995 | SNS-AJTE-USA | 169 | | | | |
| NBA Live ‘95 | 1994 | SNS-ANBE-USA | 170 | | | | |
| NBA Live ‘96 | 1995 | SNS-A6BE-USA | 170 | | | | |
| NBA Live ‘97 | 1996 | SNS-A7LE-USA | 170 | | | | |
| NBA Live ‘98 | 1997 | SNS-A8LE-USA | 171 | | | | |
| NBA Showdown | 1993 | SNS-6N-USA | 171 | | | | |
| NCAA Basketball | 1992 | SNS-DU-USA | 171 | | | | |
| NCAA Final Four | 1995 | SNS-AFIE-USA | 172 | | | | |
| NCAA Football | 1994 | SNS-AFBE-USA | 172 | | | | |
| NFL Football | 1993 | SNS-NF-USA | 173 | | | | |
| NFL Quarterback Club 96 | 1995 | SNS-AQBE-USA | 173 | | | | |
| NFL Quarterback Club | 1995 | SNS-Q9-USA | 173 | | | | |
| NHL ‘94 | 1993 | SNS-4H-USA | 174 | | | | |
| NHL ‘95 | 1995 | SNS-ANHE-USA | 174 | | | | |
| NHL ‘96 | 1995 | SNS-6H-USA | 174 | | | | |
| NHL ‘97 | 1996 | SNS-AH7E-USA | 175 | | | | |
| NHL ‘98 | 1997 | SNS-AH8E-USA | 175 | | | | |
| NHL Stanley Cup Hockey | 1993 | SNS-NH-USA | 175 | | | | |
| NHLPA Hockey ‘93 | 1992 | SNS-HY-USA | 176 | | | | |
| Natsume Championship Wrestling | 1994 | SNS-7W-USA | 168 | | | | |
| Newman Haas Indy Car With Nigel Mansell | 1992 | SNS-ANME-USA | 172 | | | | |
| Nickelodeon Guts | 1994 | SNS-ANGE-USA | 176 | | | | |
| Nigel Mansell’s World Championship Racing | 1993 | SNS-M8-USA | 176 | | | | |
| Ninja Gaiden Trilogy | 1995 | SNS-ANRE-USA | 177 | | | | |
| Ninja Warriors | 1994 | SNS-NI-USA | 178 | | | | |
| No Escape | 1994 | SNS-ANOE-USA | 178 | | | | |
| Nobunaga’s Ambition | 1993 | SNS-NZ-USA | 178 | | | | |
| Nobunaga’s Ambition 3: Lord of Darkness | 1994 | SNS-NZ-USA | 179 | | | | |
| Nolan Ryan’s Baseball | 1992 | SNS-NR-USA | 179 | | | | |
| Nosferatu | 1995 | SNS-NS-USA | 179 | | | | |
| Obitus | 1994 | SNS-7B-USA | 180 | | | | |
| Ogre Battle | 1994 | SNS-OB-USA | 180 | | | | |
| Olympic Summer Games | 1996 | SNS-AO9E-USA | 181 | | | | |
| On The Ball | 1992 | SNS-CT-USA | 181 | | | | |
| Operation Europe: Path To Victory | 1994 | SNS-YP-USA | 181 | | | | |
| Operation Thunderbolt | 1994 | SNS-36-USA | 182 | | | | |
| Operation: Logic Bomb | 1993 | SNS-IY-USA | 182 | | | | |
| Oscar | 1996 | SNS-AOZE-USA | 182 | | | | |

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| Out of this World | 1992 | SNS-TW-USA | 183 | | | | |
| Out to Lunch | 1993 | SNS-P8-USA | 183 | | | | |
| Outlander | 1993 | SNS-LD-USA | 183 | | | | |
| PGA European Tour Golf | 1996 | SNS-AEPE-USA | 187 | | | | |
| PGA Tour ‘96 | 1995 | SNS-ASGE-USA | 188 | | | | |
| PGA Tour Golf | 1991 | SNS-PG-USA | 188 | | | | |
| PTO 2: Pacific Theatre of Operations | 1995 | SNS-ATEE-USA | 184 | | | | |
| PTO: Pacific Theatre of Operations | 1993 | SNS-TK-USA | 184 | | | | |
| Pac-Attack | 1993 | SNS-P9-USA | 184 | | | | |
| Pac-Man 2: The New Adventures | 1994 | SNS-25-USA | 185 | | | | |
| Pac-in-Time | 1995 | SNS-APTE-USA | 185 | | | | |
| Packy and Marlon | 1995 | SNS-APYE-USA | 185 | | | | |
| Pagemaster | 1994 | SNS-APME-USA | 186 | | | | |
| Paladin’s Quest | 1993 | SNS-LN-USA | 186 | | | | |
| Paperboy 2 | 1991 | SNS-P2-USA | 186 | | | | |
| The Peace Keepers | 1994 | SNS-R6-USA | 187 | | | | |
| Phalanx | 1994 | SNS-PH-USA | 188 | | | | |
| Phantom 2040 | 1995 | SNS-A24E-USA | 189 | | | | |
| Pieces | 1995 | SNS-Z5-USA | 189 | | | | |
| Pilotwings | 1991 | SNS-PW-USA | 189 | | | | |
| Pinball Dreams | 1994 | SNS-7D-USA | 190 | | | | |
| Pinball Fantasies | 1995 | SNS-APFE-USA | 190 | | | | |
| Pink Goes To Hollywood | 1993 | SNS-YW-USA | 190 | | | | |
| Pinocchio | 1996 | SNS-ACGE-USA | 67 | | | | |
| The Pirates of the Dark Water | 1994 | SNS-8P-USA | 192 | | | | |
| Pit Fighter | 1991 | SNS-PF-USA | 192 | | | | |
| Pitfall: The Mayan Adventure | 1994 | SNS-APAE-USA | 192 | | | | |
| Plok! | 1993 | SNS-P4-USA | 193 | | | | |
| Pocky and Rocky | 1993 | SNS-KK-USA | 193 | | | | |
| Pocky and Rocky 2 | 1994 | SNS-29-USA | 193 | | | | |
| Populous | 1991 | SNS-PO-USA | 195 | | | | |
| Porky Pig’s Haunted Holiday | 1995 | SNS-APPE-USA | 196 | | | | |
| Power Instinct | 1995 | SNS-AGKE-USA | 197 | | | | |
| Power Moves | 1992 | SNS-P3-USA | 197 | | | | |
| Power Piggs of the Dark Age | 1996 | SNS-AOTE-USA | 197 | | | | |
| Power Rangers Zeo: Battle Racers | 1996 | SNS-A4RE-USA | 198 | | | | |
| Prehistorik Man | 1996 | SNS-APUE-USA | 198 | | | | |
| Primal Rage | 1995 | SNS-AR9E-USA | 199 | | | | |
| Prince of Persia | 1992 | SNS-PR-USA | 200 | | | | |
| Prince of Persia 2 | 1996 | SNS-AOPE-USA | 200 | | | | |
| Pro Quarterback | 1992 | SNS-QB-USA | 200 | | | | |
| Pro Sport Hockey | 1994 | SNS-UI-USA | 201 | | | | |
| Pushover | 1992 | SNS-PV-USA | 201 | | | | |
| Q*Bert 3 | 1992 | SNS-Q3-USA | 202 | | | | |
| R-Type III | 1994 | SNS-ER-USA | 214 | | | | |
| RPM Radical Psycho Machine Racing | 1992 | SNS-RP-USA | 213 | | | | |

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| Race Drivin' | 1992 | SNS-RV-USA | 203 | | | | |
| Radical Rex | 1994 | SNS-ARRE-USA | 203 | | | | |
| Raiden Trad | 1992 | SNS-RD-USA | 203 | | | | |
| Rampart | 1991 | SNS-RM-USA | 204 | | | | |
| Ranma 1/2: Hard Battle | 1993 | SNS-R2-USA | 204 | | | | |
| RapJam Volume One | 1995 | SNS-ARVE-USA | 204 | | | | |
| Realm | 1996 | SNS-ARQE-USA | 205 | | | | |
| Redline F1 Racer | 1993 | SNS-6R-USA | 205 | | | | |
| Relief Pitcher | 1994 | SNS-5R-USA | 205 | | | | |
| Ren & Stimpy: Buckaroos | 1995 | SNS-ARBE-USA | 206 | | | | |
| Ren & Stimpy: Fire Dogs | 1994 | SNS-6Y-USA | 206 | | | | |
| Ren & Stimpy: Time Warp | 1994 | SNS-ARTE-USA | 206 | | | | |
| Ren & Stimpy: Veediots | 1993 | SNS-V8-USA | 207 | | | | |
| Revolution X | 1995 | SNS-AXRE-USA | 207 | | | | |
| Rex Ronan: Experimental Surgeon | 1994 | SNS-XR-USA | 207 | | | | |
| Riddick Bowe Boxing | 1993 | SNS-XG-USA | 208 | | | | |
| Rise of the Phoenix | 1995 | SNS-QG-USA | 208 | | | | |
| Rise of the Robots | 1995 | SNS-AROE-USA | 208 | | | | |
| Rival Turf | 1992 | SNS-RB-USA | 209 | | | | |
| Road Riot 4WD | 1992 | SNS-RR-USA | 209 | | | | |
| Road Runner's Death Vally Rally | 1992 | SNS-DV-USA | 209 | | | | |
| Robocop 3 | 1992 | SNS-R3-USA | 210 | | | | |
| Robocop Vs. Terminator | 1993 | SNS-VR-USA | 210 | | | | |
| Robotrek | 1994 | SNS-E9-USA | 210 | | | | |
| Rock n' Roll Racing | 1993 | SNS-RN-USA | 211 | | | | |
| Rocketeer | 1992 | SNS-RK-USA | 211 | | | | |
| Rocko's Modern Life | 1994 | SNS-8D-USA | 211 | | | | |
| Rocky Rodent | 1993 | SNS-NP-USA | 212 | | | | |
| Roger Clemens MVP Baseball | 1992 | SNS-VP-USA | 212 | | | | |
| Romance of Three Kingdoms IV: Wall Fire | 1995 | SNS-AS4E-USA | 213 | | | | |
| Romance of the Three Kingdoms III | 1994 | SNS-S3-USA | 213 | | | | |
| Romance of the Three Kingdoms II | 1992 | SNS-XL-USA | 212 | | | | |
| Run Saber | 1993 | SNS-RU-USA | 214 | | | | |
| S.O.S. | 1993 | SNS-TT-USA | 227 | | | | |
| S.O.S. Sink or Swim | 1996 | SNS-9J-USA | 223 | | | | |
| SWAT Kats: The Radical Squadron | 1995 | SNS-AK9E-USA | 265 | | | | |
| Samurai Showdown | 1994 | SNS-A7SE-USA | 215 | | | | |
| Saturday Night Slam Masters | 1994 | SNS-ZW-USA | 215 | | | | |
| Scooby-Doo Mystery | 1995 | SNS-AXDE-USA | 216 | | | | |
| SeaQuest DSV | 1995 | SNS-ASQE-USA | 216 | | | | |
| Secret of Evermore | 1995 | SNS-AEOE-USA | 216 | | | | |
| Secret of Mana | 1993 | SNS-K2-USA | 217 | | | | |
| Shadowrun | 1993 | SNS-WR-USA | 218 | | | | |
| Shanghai II: Dragon's Eye | 1992 | SNS-DE-USA | 218 | | | | |
| Shaq Fu | 1994 | SNS-AQFE-USA | 218 | | | | |
| Shien's Revenge | 1994 | SNS-OO-USA | 219 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Sid Meier's Civilization | 1995 | SNS-EQ-USA | 50 | | | | |
| Side Pocket | 1993 | SNS-4P-USA | 219 | | | | |
| Sim Ant | 1993 | SNS-AN-USA | 220 | | | | |
| Sim City | 1991 | SNS-SC-USA | 220 | | | | |
| Sim City (Player's Choice) | | | 220 | | | | |
| Sim City 2000 | 1995 | SNS-AWWE-USA | 220 | | | | |
| Sim Earth: The Living Planet | 1992 | SNS-SE-USA | 223 | | | | |
| The Simpsons: Barts Nightmare | 1992 | SNS-BN-USA | 223 | | | | |
| The Simpsons: Itchy and Scratchy Game | 1994 | SNS-AISE-USA | 117 | | | | |
| The Simpsons: Krusty's Super Fun House | 1992 | SNS-FH-USA | 135 | | | | |
| The Simpsons: Virtual Bart | 1994 | SNS-AVBE-USA | 291 | | | | |
| Skuljagger | 1992 | SNS-SL-USA | 224 | | | | |
| Skyblazer | 1993 | SNS-LZ-USA | 224 | | | | |
| Smartball | 1991 | SNS-JB-USA | 224 | | | | |
| Snow White in Happily Ever After | 1994 | SNS-ASHE-USA | 226 | | | | |
| Soccer Shootout | 1994 | SNS-JL-USA | 44 | | | | |
| Soldiers of Fortune | 1993 | SNS-MU-USA | 226 | | | | |
| Sonic Blastman | 1993 | SNS-SK-USA | 227 | | | | |
| Sonic Blastman II | 1994 | SNS-2C-USA | 227 | | | | |
| Soul Blazer | 1992 | SNS-SO-USA | 228 | | | | |
| Space Ace | 1993 | SNS-5A-USA | 228 | | | | |
| Space Football | 1992 | SNS-FL-USA | 228 | | | | |
| Space Invaders | 1997 | SNS-IC-USA | 229 | | | | |
| Space Megaforce | 1992 | SNS-AT-USA | 229 | | | | |
| Spanky's Quest | 1992 | SNS-HJ-USA | 229 | | | | |
| Todd McFarlane's Spawn : The Video Game | 1995 | SNS-A9WE-USA | 276 | | | | |
| Spectre | 1994 | SNS-7Q-USA | 230 | | | | |
| Speed Racer: My Most Dangerous Adventure | 1994 | SNS-9S-USA | 230 | | | | |
| Speedy Gonzolas: Los Gatos Bandidos | 1995 | SNS-ASEE-USA | 231 | | | | |
| Spiderman | 1994 | SNS-ADME-USA | 231 | | | | |
| Spiderman/Venom: Maximum Carnage | 1994 | SNS-AMCE-USA | 231 | | | | |
| Spiderman/Venom: Separation Anxiety | 1995 | SNS-A2CE-USA | 290 | | | | |
| Spiderman/X-men: Arcade's Revenge | 1992 | SNS-MN-USA | 232 | | | | |
| Spindizzy Worlds | 1993 | SNS-SX-USA | 232 | | | | |
| Sporting News Baseball | 1995 | SNS-AWBE-USA | 233 | | | | |
| Sports Illustrated: Champion Football/Baseball | 1994 | SNS-LU-USA | 233 | | | | |
| Star Fox | 1993 | SNS-FO-USA | 233 | | | | |
| Star Fox: Super Weekend | 1994 | SNS-FU-USA | 233 | | | | |
| Star Trek: Deep Space 9 | 1995 | SNS-A9DE-USA | 234 | | | | |
| Star Trek: Starfleet Academy | 1995 | SNS-ASTE-USA | 234 | | | | |
| Star Trek: The Next Generation | 1994 | SNS-XN-USA | 234 | | | | |
| Stargate | 1995 | SNS-AGTE-USA | 235 | | | | |
| Steel Talons | 1993 | SNS-5S-USA | 235 | | | | |
| Sterling Sharpe's End to End | 1995 | SNS-AS2E-USA | 235 | | | | |
| Stone Protectors | 1994 | SNS-ASOE-USA | 236 | | | | |
| Street Combat | 1993 | SNS-RA-USA | 236 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Street Fighter Alpha 2 | 1996 | SNS-AUZE-USA | 236 | | | | |
| Street Fighter II | 1992 | SNS-S2-USA | 237 | | | | |
| Street Fighter II Turbo | 1993 | SNS-TI-USA | 237 | | | | |
| Street Hockey ‘95 | 1994 | SNS-AHYE-USA | 237 | | | | |
| Street Racer | 1994 | SNS-ASRE-USA | 238 | | | | |
| Strike Gunner S.T.G. | 1994 | SNS-SG-USA | 238 | | | | |
| Stunt Race FX | 1994 | SNS-CQ-USA | 238 | | | | |
| Sunset Riders | 1993 | SNS-6S-USA | 239 | | | | |
| Super Adventure Island 2 | 1994 | SNS-E4-USA | 239 | | | | |
| Super Adventure Island | 1992 | SNS-H2-USA | 239 | | | | |
| Super Alfred Chicken | 1994 | SNS-8A-USA | 20 | | | | |
| Super Aquatic Games | 1993 | SNS-AU-USA | 240 | | | | |
| Super Baseball 2020 | 1993 | SNS-SA-USA | 240 | | | | |
| Super Baseball Simulator 1.000 | 1991 | SNS-UB-USA | 240 | | | | |
| Super Bases Loaded 2 | 1994 | SNS-3D-USA | 241 | | | | |
| Super Bases Loaded 3: License to Steal | 1995 | SNS-AB3E-USA | 241 | | | | |
| Super Bases Loaded, Ryne Sandberg Plays | 1991 | SNS-SP-USA | 241 | | | | |
| Super Batter Up | 1992 | SNS-FA-USA | 242 | | | | |
| Super BattleTank 2 | 1994 | SNS-2X-USA | 243 | | | | |
| Super Battleship | 1993 | SNS-8B-USA | 242 | | | | |
| Super Battletank - War In The Gulf | 1993 | SNS-SB-USA | 242 | | | | |
| Super Black Bass | 1993 | SNS-BQ-USA | 243 | | | | |
| Super Bomberman (w/ big box and multitap) | 1993 | SNS-H6-USA | 243 | | | | |
| Super Bomberman 2 | 1994 | SNS-M4-USA | 244 | | | | |
| Super Bonk | 1994 | SNS-ANKE-USA | 244 | | | | |
| Super Bowling | 1992 | SNS-BW-USA | 245 | | | | |
| Super Buster Brothers | 1992 | SNS-SN-USA | 245 | | | | |
| Super Caesars Palace | 1993 | SNS-C6-USA | 245 | | | | |
| Super Castlevania IV | 1991 | SNS-AD-USA | 246 | | | | |
| Super Chase H.Q. | 1993 | SNS-QT-USA | 246 | | | | |
| Super Conflict | 1994 | SNS-CN-USA | 246 | | | | |
| Super Copa | 1991 | SNS-75-USA | 277 | | | | |
| Super Double Dragon | 1992 | SNS-WD-USA | 247 | | | | |
| Super Ghouls ‘n Ghosts | 1991 | SNS-CM-USA | 248 | | | | |
| Super Goal! 2 | 1994 | SNS-JV-USA | 248 | | | | |
| Super Godzilla | 1994 | SNS-7G-USA | 248 | | | | |
| Super High Impact | 1993 | SNS-HX-USA | 249 | | | | |
| Super James Pond | 1993 | SNS-J5-USA | 250 | | | | |
| Super Mario All Stars | 1993 | SNS-4M-USA | 250 | | | | |
| Super Mario All Stars (Player’s Choice) | | | 250 | | | | |
| Super Mario All Stars/ Super Mario World | 1994 | SNS-5M-USA | 250 | | | | |
| Super Mario Kart | 1992 | SNS-MK-USA | 251 | | | | |
| Super Mario Kart (Player’s Choice) | | | 251 | | | | |
| Super Mario RPG Legend of the Seven Stars | 1996 | SNS-ARWE-USA | 251 | | | | |
| Super Mario World | 1991 | SNS-MW-USA | 251 | | | | |
| Super Mario World (Player’s Choice) | | | 251 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Super Mario World 2: Yoshi's Island | 1995 | SNS-YI-USA | 252 | | | | |
| Super Metroid | 1994 | SNS-RI-USA | 252 | | | | |
| Super Metroid (Player's Choice) | | | 252 | | | | |
| Super Ninja Boy | 1993 | SNS-CW-USA | 253 | | | | |
| Super Nova | 1993 | SNS-DH-USA | 253 | | | | |
| Super Off Road | 1992 | SNS-OR-USA | 254 | | | | |
| Super Off Road: The Baja | 1993 | SNS-R8-USA | 254 | | | | |
| Super Pinball: Behind the Mask | 1994 | SNS-XP-USA | 254 | | | | |
| Super Play Action Football | 1992 | SNS-SF-USA | 255 | | | | |
| Super Punch Out | 1994 | SNS-4Q-USA | 255 | | | | |
| Super Putty | 1993 | SNS-YU-USA | 255 | | | | |
| Super R-Type | 1991 | SNS-SR-USA | 256 | | | | |
| Super RBI Baseball | 1995 | SNS-ARLE-USA | 256 | | | | |
| Super Scope 6 | 1992 | SNS-LR-USA | 256 | | | | |
| Super Slam Dunk, Magic Johnson's | 1993 | SNS-D9-USA | 257 | | | | |
| Super Slap Shot | 1993 | SNS-ZX-USA | 257 | | | | |
| Super Smash TV | 1992 | SNS-TV-USA | 257 | | | | |
| Super Soccer | 1992 | SNS-FS-USA | 259 | | | | |
| Super Soccer Champ | 1992 | SNS-HT-USA | 259 | | | | |
| Super Solitaire | 1993 | SNS-LT-USA | 259 | | | | |
| Super Star Wars | 1992 | SNS-V4-USA | 261 | | | | |
| Super Star Wars (Player's Choice) | | | 261 | | | | |
| Super Star Wars: Empire Strikes Back | 1993 | SNS-E5-USA | 261 | | | | |
| Super Star Wars: Return of the Jedi | 1994 | SNS-ARJE-USA | 261 | | | | |
| Super Street Fighter 2 | 1994 | SNS-XW-USA | 262 | | | | |
| Super Strike Eagle | 1993 | SNS-EG-USA | 262 | | | | |
| Super Tennis | 1991 | SNS-ST-USA | 262 | | | | |
| Super Troll Islands | 1994 | SNS-5L-USA | 263 | | | | |
| Super Turrican | 1993 | SNS-TU-USA | 263 | | | | |
| Super Turrican 2 | 1995 | SNS-A2TE-USA | 263 | | | | |
| Super Valis IV | 1994 | SNS-VA-USA | 264 | | | | |
| Super Widget | 1993 | SNS-WI-USA | 264 | | | | |
| Suzuka 8 Hours | 1994 | SNS-8H-USA | 264 | | | | |
| Syndicate | 1995 | SNS-AFYE-USA | 265 | | | | |
| T2: Judgement Day | 1993 | SNS-TP-USA | 270 | | | | |
| T2: The Arcade Game | 1993 | SNS-XV-USA | 266 | | | | |
| TKO Super Championship Boxing | 1992 | SNS-BX-USA | 276 | | | | |
| TMNT IV: Turtles in Time | 1992 | SNS-TM-USA | 269 | | | | |
| TMNT: Tournament Fighters | 1993 | SNS-KY-USA | 269 | | | | |
| TNN Bass Tournament of Champions | 1994 | SNS-ATNE-USA | 276 | | | | |
| Taz-Mania | 1993 | SNS-TZ-USA | 266 | | | | |
| Tecmo Secret of the Stars | 1995 | SNS-AQ-USA | 217 | | | | |
| Tecmo Super Baseball | 1994 | SNS-ATBE-USA | 266 | | | | |
| Tecmo Super Bowl | 1993 | SNS-7T-USA | 268 | | | | |
| Tecmo Super Bowl II | 1995 | SNS-ASBE-USA | 268 | | | | |
| Tecmo Super Bowl III | 1995 | SNS-AW4E-USA | 268 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Tecmo Super NBA Basketball | 1993 | SNS-XM-USA | 269 | | | | |
| The Terminator | 1993 | SNS-TN-USA | 270 | | | | |
| Test Drive II: The Duel | 1992 | SNS-DL-USA | 74 | | | | |
| Tetris 2 | 1994 | SNS-27-USA | 271 | | | | |
| Tetris 2 (Player's Choice) | | | 271 | | | | |
| Tetris Attack | 1996 | SNS-AYLE-USA | 271 | | | | |
| Tetris Attack (Player's Choice) | | | 271 | | | | |
| Tetris/Dr. Mario | 1994 | SNS-ATFE-USA | 271 | | | | |
| Thomas the Tank Engine & Friends | 1993 | SNS-6T-USA | 272 | | | | |
| Thunder Spirits | 1991 | SNS-TH-USA | 272 | | | | |
| The Tick | 1994 | SNS-ATHE-USA | 273 | | | | |
| Time Cop | 1995 | SNS-ATCE-USA | 274 | | | | |
| Time Trax | 1994 | SNS-X8-USA | 273 | | | | |
| Timeslip | 1993 | SNS-XT-USA | 273 | | | | |
| Timon & Pumbaa's Jungle Games | 1997 | SNS-AJ9E-USA | 274 | | | | |
| Tin Star | 1994 | SNS-9N-USA | 274 | | | | |
| Tiny Toon Adventures: Buster Busts Loose | 1993 | SNS-TA-USA | 275 | | | | |
| Tiny Toon Adventures: Wacky Sports Chal | 1994 | SNS-5Z-USA | 275 | | | | |
| Tom and Jerry | 1992 | SNS-TJ-USA | 277 | | | | |
| Tommy Moe's Winter Extreme | 1994 | SNS-XS-USA | 277 | | | | |
| Tony Meola's Sidekicks Soccer | 1993 | SNS-6K-USA | 277 | | | | |
| Top Gear | 1992 | SNS-TR-USA | 279 | | | | |
| Top Gear 2 | 1993 | SNS-2P-USA | 279 | | | | |
| Top Gear 3000 | 1994 | SNS-A2TE-USA | 279 | | | | |
| Total Carnage | 1993 | SNS-XC-USA | 280 | | | | |
| Toy Story | 1995 | SNS-AQHE-USA | 280 | | | | |
| Toys | 1993 | SNS-YT-USA | 280 | | | | |
| Troddlers | 1993 | SNS-TX-USA | 281 | | | | |
| Troy Aikman NFL Football | 1994 | SNS-YQ-USA | 281 | | | | |
| True Golf Classics: Pebble Beach | 1992 | SNS-GB-USA | 282 | | | | |
| True Golf Classics: Waialae Country Club | 1991 | SNS-TG-USA | 282 | | | | |
| True Lies | 1995 | SNS-ATLE-USA | 282 | | | | |
| Tuff E Nuff | 1993 | SNS-TE-USA | 283 | | | | |
| Turn And Burn - No Fly Zone | 1993 | SNS-ZN-USA | 283 | | | | |
| The Twisted Tales of Spike McFang | 1994 | SNS-83-USA | 283 | | | | |
| U.N. Squadron | 1991 | SNS-E8-USA | 284 | | | | |
| Ultima VI: The False Prophet | 1993 | SNS-U6-USA | 285 | | | | |
| Ultima VII: The Black Gate | 1994 | SNS-71-USA | 285 | | | | |
| Ultima: Runes of Virtue II | 1994 | SNS-7U-USA | 285 | | | | |
| Ultimate Figher | 1993 | SNS-HP-USA | 286 | | | | |
| Ultimate Mortal Kombat 3 | 1996 | SNS-A3ZE-USA | 286 | | | | |
| Ultraman | 1991 | SNS-UM-USA | 286 | | | | |
| Uncharted Waters | 1992 | SNS-QK-USA | 287 | | | | |
| Uncharted Waters: New Horizons | 1994 | SNS-QL-USA | 287 | | | | |
| Uniracers | 1994 | SNS-4L-USA | 287 | | | | |
| The Untouchables | 1994 | SNS-UC-USA | 288 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Urban Strike | 1995 | SNS-AUSE-USA | 288 | | | | |
| Utopia: The Creation of a Nation | 1993 | SNS-UP-USA | 288 | | | | |
| Vegas Stakes | 1993 | SNS-VS-USA | 290 | | | | |
| Vortex | 1994 | SNS-4V-USA | 291 | | | | |
| WCW Super Brawl Wrestling | 1994 | SNS-AWRE-USA | 294 | | | | |
| WWF Raw | 1995 | SNS-AWFE-USA | 307 | | | | |
| WWF Royal Rumble | 1993 | SNS-WU-USA | 308 | | | | |
| WWF Super Wrestlemania | 1992 | SNS-WF-USA | 308 | | | | |
| WWF Wreslemania: The Arcade Game | 1995 | SNS-AWVE-USA | 308 | | | | |
| War 2410 | 1995 | SNS-A2AE-USA | 292 | | | | |
| War 3010: The Revolution | 1996 | SNS-AZNE-USA | 292 | | | | |
| Wario's Woods | 1994 | SNS-65-USA | 292 | | | | |
| Warlock | 1994 | SNS-AWKE-USA | 293 | | | | |
| WarpSpeed | 1992 | SNS-WP-USA | 293 | | | | |
| Wayne Gretzky and the NHLPA All-Stars | 1995 | SNS-AWZE-USA | 294 | | | | |
| Wayne's World | 1993 | SNS-WW-USA | 294 | | | | |
| We're Back! A Dinosaur's Story | 1993 | SNS-6D-USA | 295 | | | | |
| Weaponlord | 1995 | SNS-AWDE-USA | 295 | | | | |
| Wheel Of Fortune | 1992 | SNS-WL-USA | 295 | | | | |
| Wheel of Fortune Deluxe Edition | 1994 | SNS-XF-USA | 296 | | | | |
| Where in Time is Carmen Sandiego | 1993 | SNS-WN-USA | 296 | | | | |
| Where in the World is Carmen Sandiego | 1993 | SNS-WX-USA | 296 | | | | |
| Whizz | 1996 | SNS-AZWE-USA | 297 | | | | |
| Wicked 18 Golf | 1993 | SNS-W8-USA | 281 | | | | |
| Wild Guns | 1994 | SNS-4W-USA | 297 | | | | |
| Jim Lee's WildCATS: Covert Action Teams | 1995 | SNS-AWIE-USA | 121 | | | | |
| WildSnake | 1994 | SNS-AWSE-USA | 298 | | | | |
| Williams Arcade's Greatest Hits | 1996 | SNS-AW8E-USA | 298 | | | | |
| Wing Commander | 1992 | SNS-WC-USA | 298 | | | | |
| Wing Commander 2: The Secret Missions | 1993 | SNS-2W-USA | 301 | | | | |
| Wings 2: Aces High | 1992 | SNS-WG-USA | 301 | | | | |
| Winter Olympic Games: Lillehammer '94 | 1994 | SNS-W4-USA | 302 | | | | |
| The Wizard of Oz | 1993 | SNS-W6-USA | 302 | | | | |
| Wizardry V: Heart of the Maelstrom | 1993 | SNS-W5-USA | 302 | | | | |
| Wolf Child | 1993 | SNS-WF-USA | 303 | | | | |
| Wolfenstein 3D | 1993 | SNS-6W-USA | 303 | | | | |
| Wolverine: Adamantium Rage | 1994 | SNS-AWXE-USA | 303 | | | | |
| Wordtris | 1992 | SNS-WT-USA | 304 | | | | |
| World Cup USA '94 | 1994 | SNS-U4-USA | 305 | | | | |
| World Heroes | 1993 | SNS-WZ-USA | 305 | | | | |
| World Heroes 2 | 1994 | SNS-JI-USA | 306 | | | | |
| World League Soccer | 1991 | SNS-WS-USA | 306 | | | | |
| World Soccer '94: Road to Glory | 1993 | SNS-WO-USA | 307 | | | | |
| X-Kaliber 2097 | 1994 | SNS-X7-USA | 309 | | | | |
| X-Men: Mutant Apocalypse | 1994 | SNS-AXME-USA | 309 | | | | |
| X-Zone | 1993 | SNS-XZ-USA | 310 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Xardion | 1992 | SNS-XA-USA | 309 | | | | |
| Yoshi's Cookie | 1993 | SNS-YC-USA | 311 | | | | |
| Yoshi's Safari | 1993 | SNS-RH-USA | 312 | | | | |
| Young Merlin | 1993 | SNS-Y6-USA | 312 | | | | |
| Ys III: Wanders from Ys | 1991 | SNS-YS-USA | 312 | | | | |
| Zero: The Kamikaze Squirrel | 1994 | SNS-AZKE-USA | 313 | | | | |
| Zombies Ate My Neighbors | 1993 | SNS-ZA-USA | 313 | | | | |
| Zool: Ninja of the Nth Dimension | 1994 | SNS-Z8-USA | 313 | | | | |
| Zoop | 1995 | SNS-AZPE-USA | 314 | | | | |

# PAL Checklist

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This list the different PAL releases. As the PAL releases had different releases in the different regions. It often had different ID-numbers. As such, this is a rather large list. The list may be incomplete.

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| 90 minutes - european prime goal | 1995 | SNSP-AJ3P-UKV | 12 | | | | |
| 90 minutes - european prime goal | 1995 | SNSP-AJ3P-NOE | 12 | | | | |
| 90 minutes - european prime goal | 1995 | SNSP-AJ3P-AUS | 12 | | | | |
| Aaahh!!! Real Monsters | 1996 | SNSP-ANNP-EUR | 13 | | | | |
| Acme Animation Factory | 1995 | SNSP-ACMP-NOE | 14 | | | | |
| Actraiser | 1992 | SNSP-AR-FRA/SFRA | 14 | | | | |
| Actraiser | 1992 | SNSP-AR-SFRG | 14 | | | | |
| Actraiser | 1992 | SNSP-AR-UKV | 14 | | | | |
| Actraiser | 1992 | SNSP-AR-SCN | 14 | | | | |
| Actraiser 2 | 1994 | SNSP-A8-EUR | 14 | | | | |
| Addams Family Values | 1992 | SNSP-VY-FAH | 15 | | | | |
| Addams Family Values | 1992 | SNSP-VY-NOE | 15 | | | | |
| Addams Family Values | 1992 | SNSP-VY-UKV | 15 | | | | |
| Aero the Acro-Bat | 1993 | SNSP-XB-FAH | 18 | | | | |
| Aero the Acro-Bat | 1993 | SNSP-XB-NOE | 18 | | | | |
| Aero the Acro-Bat | 1993 | SNSP-XB-FRG | 18 | | | | |
| Aero the Acro-Bat 2 | 1994 | SNSP-AE2P-FAH | 19 | | | | |
| Aguri Suzuki F-1 Super Driving | 1993 | SNSP-GF-FAH | 205 | | | | |
| Air Cavalry | 1994 | SNSP-ACCP-EUR | 20 | | | | |
| Al Unser Jr.'s Road To The Top | 1994 | | 20 | | | | |
| Alfred Chicken | 1993 | SNSP-8A-FAH | 20 | | | | |
| Alfred Chicken | 1993 | SNSP-8A-NOE | 20 | | | | |
| Alfred Chicken | 1993 | SNSP-8A-UKV | 20 | | | | |
| Alien 3 | 1993 | SNSP-A3-FAH | 21 | | | | |
| Alien 3 | 1993 | SNSP-A3-NOE | 21 | | | | |
| Alien 3 | 1993 | SNSP-A3-SCN | 21 | | | | |
| Alien 3 | 1993 | SNSP-A3-UKV | 21 | | | | |
| Alien vs Predator | 1993 | SNSP-AP-AUS | 21 | | | | |
| All-American Championship Football | 1994 | SNSP-LU-UKV | 233 | | | | |
| An American Tale - Fievel Goes West | 1994 | SNSP-9W-FAH | 22 | | | | |
| An American Tale - Fievel Goes West | 1994 | SNSP-9W-NOE | 22 | | | | |
| Animaniacs | 1994 | SNSP-ANCP-EUR | 22 | | | | |
| Another World | 1992 | SNSP-TW-FAH | 183 | | | | |
| Another World | 1992 | SNSP-TW-AUS | 183 | | | | |
| Another World | 1992 | SNSP-TW-SCN | 183 | | | | |
| Another World | 1992 | SNSP-TW-NOE UKV | 183 | | | | |
| Arcade's Greatest Hits - The Atari Collection 1 | 1998 | SNSP-AW7P-EUR | 23 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Archer MacLean's Super Dropzone | 1994 | SNSP-ASDP-EUR | 247 | | | | |
| Ardy Lightfoot | 1994 | SNSP-A9-EUR | 23 | | | | |
| Arkanoid - Doh It Again | 1997 | SNSP-A6-EUR | 24 | | | | |
| Arkanoid - Doh It Again | 1997 | SNSP-A6-NNOE | 24 | | | | |
| Art of Fighting | 1993 | SNSP-RW-FAH | 24 | | | | |
| Art of Fighting | 1993 | SNSP-RW-ESP | 24 | | | | |
| Art of Fighting | 1993 | SNSP-RW-UKV | 24 | | | | |
| Astérix | 1993 | SNSP-XE-FAH | 25 | | | | |
| Astérix | 1993 | SNSP-XE-NOE | 25 | | | | |
| Astérix & Obélix | 1996 | SNSP-AXOP-FAH | 25 | | | | |
| Astérix & Obélix | 1996 | SNSP-AXOP-NOE | 25 | | | | |
| Axelay | 1992 | SNSP-AX-FRG | 25 | | | | |
| Axelay | 1992 | SNSP-AX-SNSP-AX-FAH | 25 | | | | |
| Axelay | 1992 | SNSP-AX-AUS | 25 | | | | |
| Axelay | 1992 | SNSP-AX-SCN | 25 | | | | |
| Axelay | 1992 | SNSP-AX-NOE | 25 | | | | |
| B.O.B. | 1993 | SNSP-B4-FAH | 26 | | | | |
| Barkley Shut Up and Jam! | 1994 | SNSP-U5-EUR | 27 | | | | |
| Bass Masters - classic pro edition | 1996 | | 27 | | | | |
| Batman Forever | 1995 | SNSP-A3BP-EUR | 28 | | | | |
| Batman Forever (coffret collector) | 1995 | | 28 | | | | |
| Batman Returns | 1993 | SNSP-BJ-FAH | 28 | | | | |
| Batman Returns | 1993 | SNSP-BJ-NOE | 28 | | | | |
| Battle Clash | 1993 | SNSP-BT-UKV | 29 | | | | |
| Battle Clash | 1993 | SNSP-BT-ESP | 29 | | | | |
| Battle Clash | 1993 | SNSP-BT-SCN | 29 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNSP-NX-FAH | 30 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNSP-NX-AUS | 30 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNSP-NX-NOE | 30 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNSP-NX-ITA | 30 | | | | |
| Battletoads in Battlemaniacs | 1993 | SNSP-NX-UKV | 30 | | | | |
| Battletoads &Double Dragon | 1994 | SNSP-UL-UKV | 30 | | | | |
| Beethoven - The Ultimate Canine Caper | 1993 | | 32 | | | | |
| Best of the Best - Championship Karate | 1992 | SNSP-BE-FAH | 32 | | | | |
| Beware The Ultimate Evil Of Warlock | 1994 | SNSP-AWKP-EUR | 293 | | | | |
| Big Hurt Baseball | 1995 | | 95 | | | | |
| Big Sky Trooper | 1995 | | 32 | | | | |
| Biker Mice From Mars | 1994 | SNSP-ABMP-EUR | 33 | | | | |
| Biometal | 1993 | SNSP-BV-UKV | 34 | | | | |
| Biometal | 1993 | SNSP-BV-ITA | 34 | | | | |
| Blackhawk | 1994 | SNSP-6Z-EUR | 34 | | | | |
| Blackhawk | 1994 | SNSP-6Z-NOE | 34 | | | | |
| Blanco World Class Rugby | 1993 | SNSP-WY-FRA/SFRA | 305 | | | | |
| Blazing Skies | 1992 | SNSP-WG-FAH | 301 | | | | |
| Blazing Skies | 1992 | SNSP-WG-AUS | 301 | | | | |
| Blazing Skies | 1992 | SNSP-WG-SCN | 301 | | | | |

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| Boogerman | 1995 | AB4P-EUR | 35 | | | | |
| Boxing Legend Of The Ring | 1993 | | 35 | | | | |
| Bram Stoker's Dracula | 1992 | SNSP-5D-FAH | 36 | | | | |
| Bram Stoker's Dracula | 1992 | SNSP-5D-ITA | 36 | | | | |
| Bram Stoker's Dracula | 1992 | SNSP-5D-UKV | 36 | | | | |
| Brawl brothers - Rival turf! 2 | 1993 | | 37 | | | | |
| Breath of Fire II | 1996 | SNSP-AF2P-EUR | 38 | | | | |
| Brett Hull Hockey | 1994 | | 38 | | | | |
| Brutal - Paws of Fury | 1994 | SNSP-ABLP-EUR | 41 | | | | |
| Bubsy - in Claws Encounters of the Furred Kind | 1993 | SNSP-YN-FAH | 41 | | | | |
| Bubsy - in Claws Encounters of the Furred Kind | 1993 | SNSP-YN-SCN | 41 | | | | |
| Bubsy - in Claws Encounters of the Furred Kind | 1993 | SNSP-UY-NOE | 41 | | | | |
| Bubsy - in Claws Encounters of the Furred Kind | 1993 | SNSP-UY-AUS | 41 | | | | |
| Bubsy II | 1994 | SNSP-ABBP-EUR | 41 | | | | |
| Bugs Bunny - Rabbit Rampage | 1994 | | 42 | | | | |
| Bulls vs Blazers and the NBA Playoffs | 1992 | SNSP-BU-FAH | 42 | | | | |
| Bulls vs Blazers and the NBA Playoffs | 1992 | SNSP-BU-UKV | 42 | | | | |
| Cal Ripken JR. Baseball | 1993 | | 43 | | | | |
| California Games II | 1993 | | 43 | | | | |
| Cannon Fodder | 1994 | SNSP-ACNP-EUR | 44 | | | | |
| Captain America And The Avengers | 1993 | SNSP-6A-UKV | 45 | | | | |
| Captain commando | 1995 | | 45 | | | | |
| Carrier Aces | 1995 | SNSP-ACAP-EUR | 46 | | | | |
| Casper | 1997 | SNSP-AXCP-EUR | 46 | | | | |
| Castlevania - Vampire's Kiss | 1996 | SNSP-ADZP-EUR | 46 | | | | |
| Champions World Class Soccer | 1993 | SNSP-8W-EUR | 47 | | | | |
| Champions World Class Soccer (PSG) | 1994 | SNSP-8W-FAH | 47 | | | | |
| Champions World Class Soccer (Ryan Giggs) | 1994 | | 47 | | | | |
| Championship Pool | 1993 | SNSP-5P-UKV | 47 | | | | |
| Choplifter III - Rescue Survive | 1994 | SNSP-3C-FRG | 49 | | | | |
| Choplifter III - Rescue Survive | 1994 | SNSP-3C-UKV | 49 | | | | |
| Chuck Rock | 1992 | SNSP-CK-FAH | 50 | | | | |
| Clay Fighter | 1994 | SNSP-8C-FAH | 50 | | | | |
| Clay Fighter | 1994 | SNSP-8C-NOE | 50 | | | | |
| Clay Fighter | 1994 | SNSP-8C-UKV | 50 | | | | |
| Clay Fighter 2 - C2 Judgement Clay | 1995 | SNSP-ACZP-EUR | 53 | | | | |
| Claymates | 1993 | SNSP-Y5-FRG | 53 | | | | |
| Cliffhanger | 1993 | SNSP-6C-FAH | 54 | | | | |
| Cliffhanger | 1993 | SNSP-6C-AUS | 54 | | | | |
| Congo's Caper | 1993 | | 55 | | | | |
| Cool Spot | 1994 | SNSP-C8-NOE | 56 | | | | |
| Cool Spot | 1994 | SNSP-C8-SCN | 56 | | | | |
| Cool Spot | 1992 | SNSP-C8-FAH | 56 | | | | |
| Cool World | 1996 | | 56 | | | | |
| Cutthroat Island | 1995 | SNSP-AC8P-EUR | 58 | | | | |
| Cybernator | 1993 | SNSP-AV-FAH | 58 | | | | |

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| Cybernator | 1993 | SNSP-AV-NOE | 58 | | | | |
| Daffy Duck - The Marvin Missions | 1993 | SNSP-YF-FAH | 60 | | | | |
| Daffy Duck - The Marvin Missions | 1993 | SNSP-YF-NOE | 60 | | | | |
| Daffy Duck - The Marvin Missions | 1993 | SNSP-YF-UKV | 60 | | | | |
| Darius Twin | 1993 | SNSP-DT-FRG | 60 | | | | |
| Darius Twin | 1993 | SNSP-DT-SCN | 60 | | | | |
| David Crane's Amazing tennis | 1992 | | 60 | | | | |
| Daze Before Christmas | 1994 | | 61 | | | | |
| Demolition Man | 1995 | SNSP-AD6P-EUR | 61 | | | | |
| Demon's Crest | 1994 | SNSP-3Z-FAH | 63 | | | | |
| Denis La Malice | 1993 | SNSP-4D-FAH | 63 | | | | |
| Dennis | 1993 | | 63 | | | | |
| Desert Fighter | 1994 | | 13 | | | | |
| Desert Strike - Return to the Gulf | 1993 | SNSP-RG-FAH | 63 | | | | |
| Die Schlumpfe | 1994 | | 225 | | | | |
| les schtroumpfs | 1994 | | 225 | | | | |
| Dino City | 1992 | SNSP-DW-NOE | 64 | | | | |
| Dino Dini's Soccer | 1994 | SNSP-ADSP-EUR | 65 | | | | |
| Dirt Racer | 1995 | SNSP-ADIP-EUR | 65 | | | | |
| Dirt Trax FX | 1995 | SNSP-AF9P-EUR | 65 | | | | |
| Disney's Aladdin | 1993 | SNSP-RJ-FRA/SFRA | 66 | | | | |
| Disney's Aladdin | 1993 | SNSP-RJ-SCN | 66 | | | | |
| Disney's Aladdin | 1993 | SNSP-RJ-NOE/SFRG | 66 | | | | |
| Disney's Aladdin | 1993 | SNSP-RJ-UKV | 66 | | | | |
| Disney's Beauty and the Beast | 1995 | | 66 | | | | |
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| Disney's Das Dschungelbuch | 1994 | | 124 | | | | |
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| Disney's Donald in Maui Mallard | 1996 | SNSP-AZBP-AUS | 153 | | | | |
| Disney's Donald in Maui Mallard | 1996 | SNSP-AZBP-EUR | 153 | | | | |
| Disney's El Rey Leon | 1994 | | 142 | | | | |
| Disney's Goof Troop | 1993 | SNSP-G6-FRA/SFRA | 101 | | | | |
| Disney's Le Livre de la Jungle | 1994 | SNSP-7K-FRA | 124 | | | | |
| Disney's Le Livre de la Jungle | 1994 | SNSP-7K-ESP | 124 | | | | |
| Disney's Le Livre de la Jungle | 1994 | SNSP-7K-NOE | 124 | | | | |
| Disney's Le Livre de la Jungle | 1994 | SNSP-7K-UKV | 124 | | | | |
| Disney's Le Roi Lion | 1994 | SNSP-ALKP-FRA | 142 | | | | |
| Disney's Le Roi Lion | 1994 | SNSP-ALKP-NOE | 142 | | | | |
| Disney's Le Roi Lion | 1994 | SNSP-ALKP-UKV | 142 | | | | |
| Disney's Le Roi Lion | 1994 | SNSP-ALKP-EUR | 142 | | | | |
| Disney's The Jungle Book | 1994 | | 124 | | | | |
| Disney's Libro De La Selva | 1994 | | 124 | | | | |
| Disney's Pinocchio | 1996 | SNSP-ACGP-EUR | 67 | | | | |
| Disney's Pinocchio | 1996 | SNSP-ACGP-AUS | 67 | | | | |
| Disney's The Lion King | 1994 | | 142 | | | | |
| Disney's Timon & Pumbaa's Jungle Games | 1998 | | 274 | | | | |

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| Disney's Toy Story | 1996 | SNSP-AQHP-EUR | 280 | | | | |
| Disney's Toy Story | 1996 | SNSP-AQHP-AUS | 280 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-FAH | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-AUS | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-EUR | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-UKV | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-FRA | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-SCN | 67 | | | | |
| Donkey Kong Country | 1994 | SNSP-8X-NOE | 67 | | | | |
| Donkey Kong Country (édition limitée avec cd) | | | 67 | | | | |
| Donkey Kong Country (Nintendo Classic) | | | 67 | | | | |
| Donkey Kong Country 2 - Diddy's Kong Quest | 1995 | SNSP-ADND-FAH | 67 | | | | |
| Donkey Kong Country 2 - Diddy's Kong Quest | 1995 | SNSP-ADND-EUR | 67 | | | | |
| Donkey Kong Country 2 - Diddy's Kong Quest | 1995 | SNSP-ADNP-FAH | 67 | | | | |
| Donkey Kong Country 2 - Diddy's Kong Quest | 1995 | SNSP-ADNP-AUS | 67 | | | | |
| Donkey Kong Country 2 (grosse boite avec guide) | | | 67 | | | | |
| Donkey Kong Country 3 - Dixie Double Trouble | 1996 | SNSP-A3CP-EUR | 68 | | | | |
| Donkey Kong Country 3 - Dixie Double Trouble | 1996 | SNSP-A3CP-NNOE | 68 | | | | |
| Doom | 1993 | SNSP-AD8P-NOE | 68 | | | | |
| Doom | 1993 | SNSP-AD8P-FAH | 68 | | | | |
| Doom | 1993 | SNSP-AD8P-UKV | 68 | | | | |
| Double Dragon V - The Shadow Falls | 1994 | SNSP-5E-EUR | 70 | | | | |
| Dr. Franken | 1993 | | 16 | | | | |
| Dragon - The Bruce Lee Story | 1995 | SNSP-4N-EUR | 70 | | | | |
| Dragon Ball Z | 1993 | SNSP-Z2-FRA/SFRA | 71 | | | | |
| Dragon Ball Z - Hyper Dimension | 1996 | | 71 | | | | |
| Earth Defense Force | 1991 | SNSP-ED-FAH | 75 | | | | |
| Earthworm Jim | 1994 | SNSP-AEJP-EUR | 76 | | | | |
| Earthworm Jim 2 | 1995 | SNSP-A2EP-EUR | 76 | | | | |
| Eek! The Cat | 1994 | SNSP-E7-UKV | 76 | | | | |
| Equinox | 1992 | SNSP-EX-FAH | 79 | | | | |
| Equinox | 1992 | SNSP-EX-UKV | 79 | | | | |
| Eric Cantona Football Challenge | 1993 | | 307 | | | | |
| ESPN Baseball Tonight | 1994 | SNSP-EV-EUR | 80 | | | | |
| Euro football Champ | 1992 | | 259 | | | | |
| Exhaust Heat | 1992 | SNSP-EH-FAH | 83 | | | | |
| F-ZERO | 1992 | SNSP-FZ-AUS-1 | 82 | | | | |
| F-ZERO | 1992 | SNSP-FZ-EUR | 82 | | | | |
| F-ZERO | 1992 | SNSP-FZ-NOE | 82 | | | | |
| F-ZERO | 1992 | SNSP-FZ-FAH | 82 | | | | |
| F-ZERO | 1992 | SNSP-FZ-UKV | 82 | | | | |
| F1 Pole Position | 1993 | SNSP-6P-FAH | 82 | | | | |
| F1 Pole Position 2 | 1993 | SNSP-2G-EUR | 82 | | | | |
| F1 World championship edition | 1995 | | 83 | | | | |
| Family Dog | 1993 | | 84 | | | | |
| Fatal Fury | 1993 | SNSP-GN-NOE | 85 | | | | |

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| Fatal Fury 2 | 1992 | SNSP-DJ-EUR | 85 | | | | |
| Fatal Fury Spécial | 1994 | SNSP-3R-EUR | 85 | | | | |
| Fever Pitch Soccer | 1995 | SNSP-AVSP-EUR | 106 | | | | |
| FIFA 97 - Gold Edition | 1996 | SNSP-A7IP-EUR | 86 | | | | |
| FIFA 98 - Road to World Cup | 1997 | SNSP-A8FP-EUR | 87 | | | | |
| FIFA International Soccer | 1994 | SNSP-84-FAH | 86 | | | | |
| FIFA International Soccer | 1994 | SNSP-84-EUR | 86 | | | | |
| FIFA International Soccer | 1994 | SNSP-84-UKV | 86 | | | | |
| FIFA Soccer 96 | 1995 | | 86 | | | | |
| Fighting Spirit - Tuff E Nuff | 1993 | SNSP-TE-FAH | 283 | | | | |
| Final Fight | 1992 | SNSP-FT-FAH | 88 | | | | |
| Final Fight 2 | 1993 | SNSP-F2-NOE | 91 | | | | |
| Final Fight 2 | 1993 | SNSP-F2-ESP | 91 | | | | |
| Final Fight 3 | 1996 | SNSP-AFZP-EUR | 91 | | | | |
| First Samurai | 1993 | SNSP-FK-NOE | 93 | | | | |
| Flashback | 1993 | SNSP-5F-FAH | 93 | | | | |
| Flashback | 1993 | SNSP-5F-NOE | 93 | | | | |
| Flashback | 1993 | SNSP-5F-SCN | 93 | | | | |
| Foreman for real | 1995 | | 94 | | | | |
| Frank Thomas Big Hurt baseball | 1995 | SNSP-AFKP-EUR | 95 | | | | |
| Frantic Flea | 1996 | | 95 | | | | |
| Full Throttle Racing | 1994 | | 96 | | | | |
| Full Throttle All-American Racing | 1994 | SNSP-AFTP-EUR | 96 | | | | |
| Fun’N Games | 1994 | SNSP-7N-UKV | 96 | | | | |
| George Foreman’s KO Boxing | 1992 | SNSP-GK-FAH | 97 | | | | |
| George Foreman’s KO Boxing | 1992 | SNSP-GK-FAH | 97 | | | | |
| Ghoul Patrol | 1994 | SNSP-AGJP-EUR | 98 | | | | |
| Gods | 1992 | SNSP-GZ-FRG | 98 | | | | |
| Gods | 1992 | SNSP-GZ-NOE | 98 | | | | |
| GP-1 | 1993 | SNSP-G7-FAH | 101 | | | | |
| GP-1 | 1993 | SNSP-G7-NOE | 101 | | | | |
| GP-1 | 1993 | SNSP-G7-UKV | 101 | | | | |
| Hagane - The Final Conflict | 1994 | SNSP-AHGP-EUR | 104 | | | | |
| Hal’s Hole in One Golf | 1992 | | 104 | | | | |
| Harley’s Humongous Adventure | 1993 | SNSP-HV-NOE | 105 | | | | |
| Harvest Moon | 1998 | SNSP-AYWP-AUS | 106 | | | | |
| Harvest Moon | 1998 | SNSP-AYWP-NOE | 106 | | | | |
| Hebereke’s Popoitto | 1995 | | 106 | | | | |
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| Home Alone 2 - Lost in New York | 1992 | SNSP-HN-UKV | 108 | | | | |
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| Hungry Dinosaurs | 1995 | SNSP-ABKP-EUR | 110 | | | | |
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| Hyper V-Ball | 1994 | SNSP-HQ-FAH | 111 | | | | |

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| Hyperzone | 1991 | SNSP-HZ-NOE | 111 | | | | |
| Illusion of Time | 1993 | SNSP-JG-HOL | 112 | | | | |
| Illusion of Time | 1993 | SNSP-JG-NOE/SFRG | 112 | | | | |
| Illusion of Time | 1993 | SNSP-JG-UKV | 112 | | | | |
| Illusion of Time (sans notice, avec guide, sticker) | 1993 | SNSP-JG-FRA/SFRA | 112 | | | | |
| Incantation | 1996 | SNSP-AIYP-EUR | 113 | | | | |
| Indiana Jones' Greatest Adventures | 1995 | SNSP-AIJP-EUR | 114 | | | | |
| International Superstar Soccer | 1994 | SNSP-3U-EUR | 115 | | | | |
| International Superstar Soccer Deluxe | 1995 | SNSP-AWJP-EUR | 115 | | | | |
| International Tennis Tour | 1993 | SNSP-IT-FAH | 115 | | | | |
| Izzy's Quest For Olympic Rings | 1995 | SNSP-AIZP-EUR | 117 | | | | |
| J.R.R. Tolkien's The Lord Of The Rings Volume 1 | 1995 | SNSP-64-EUR | 118 | | | | |
| Jack Nicklaus Golf | 1991 | SNSP-JN-FAH | 118 | | | | |
| James Bond Jr | 1992 | SNSP-JJ-FAH | 118 | | | | |
| James Bond Jr | 1992 | SNSP-JJ-NOE | 118 | | | | |
| James Pond's Crazy Sports | 1994 | | 240 | | | | |
| Jelly Boy | 1994 | SNSP-AJBP-FAH | 119 | | | | |
| Jimmy Connors - Pro Tennis Tour | 1993 | SNSP-JC-FRA/SFRA | 122 | | | | |
| Jimmy Connors - Pro Tennis Tour | 1993 | SNSP-JC-NOE/SFRG | 122 | | | | |
| Jimmy Connors - Pro Tennis Tour | 1993 | SNSP-JC-UKV | 122 | | | | |
| Joe & Mac - Caveman Ninja | 1991 | SNSP-JT-FAH | 122 | | | | |
| Joe & Mac - Caveman Ninja | 1991 | SNSP-JT-ESP | 122 | | | | |
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| John Madden Football '93 | 1992 | SNSP-MF-FAH | 123 | | | | |
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| Judge Dredd | 1995 | SNSP-AJDP-EUR | 124 | | | | |
| Jungle Strike - The Sequel To Desert Strike | 1995 | SNSP-AJGP-EUR | 124 | | | | |
| Jurassic Park | 1992 | SNSP-J8-FRA/SFRA | 125 | | | | |
| Jurassic Park | 1992 | SNSP-J8-AUS | 125 | | | | |
| Jurassic Park | 1992 | SNSP-J8-NOE/SFRG | 125 | | | | |
| Jurassic Park II - The Chaos Continues | 1994 | SNSP-A2JP-EUR | 125 | | | | |
| Justice League - Task Force | 1995 | | 125 | | | | |
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| Kevin Keegan's Player manager | 1993 | SNSP-PJ-FAH | 128 | | | | |
| Kevin Keegan's Player manager | 1993 | SNSP-PJ-UKV | 128 | | | | |
| Kick Off | 1993 | SNSP-KO-ESP | 128 | | | | |
| Kick Off 3 - European Challenge | 1994 | | 128 | | | | |
| Kid Klown in Crazy Chase | 1995 | SNSP-ZI-FAH | 129 | | | | |
| Kid Klown in Crazy Chase | 1995 | SNSP-ZI-AUS | 129 | | | | |
| Kid Klown in Crazy Chase | 1995 | SNSP-ZI-NOE | 129 | | | | |
| Kid Klown in Crazy Chase | 1995 | SNSP-ZI-UKV | 129 | | | | |
| Killer Instinct (édition avec cd) | 1995 | SNSP-AKLP-FAH | 129 | | | | |
| Killer Instinct (édition avec montre) | 1995 | | 129 | | | | |
| Killer Instinct | 1995 | SNSP-AKLP-AUS | 129 | | | | |

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| Killer Instinct | 1995 | SNSP-AKLP-ESP | 129 | | | | |
| Killer Instinct | 1995 | SNSP-AKLP-UKV | 129 | | | | |
| King Arthur's World | 1992 | SNSP-RC-FAH | 130 | | | | |
| King Arthur's World | 1992 | SNSP-RC-UKV | 130 | | | | |
| King of Dragons | 1994 | | 130 | | | | |
| King Of The Monsters | 1992 | | 130 | | | | |
| Kirby's Dream Course | 1995 | SNSP-CG-NOE | 134 | | | | |
| Kirby's Dream Course | 1995 | SNSP-CG-AUS | 134 | | | | |
| Kirby's Dream Course | 1995 | SNSP-CG-UKV | 134 | | | | |
| Kirby's Fun Pack | 1996 | SNSP-AKFP-EUR | 133 | | | | |
| Kirby's Fun Pack | 1996 | SNSP-AKFP-ITA | 133 | | | | |
| Kirby's Fun Pack | 1996 | SNSP-AKFP-UKV | 133 | | | | |
| Kirby's Fun Pack | 1996 | SNSP-AKFP-NOE | 133 | | | | |
| Kirby's Ghost Trap | 1995 | SNSP-PQ-AUS | 133 | | | | |
| Kirby's Ghost Trap | 1995 | SNSP-PQ-UKV | 133 | | | | |
| Knights Of The Round | 1994 | SNSP-LO-NOE | 135 | | | | |
| Krusty's Super Fun House | 1992 | SNSP-FH-FAH | 135 | | | | |
| Krusty's Super Fun House | 1992 | SNSP-FH-NOE | 135 | | | | |
| Krusty's Super Fun House | 1992 | SNSP-FH-UKV | 135 | | | | |
| Kuifje in Tibet | 1995 | | 275 | | | | |
| Tintin Au Tibet | 1995 | | 275 | | | | |
| Lagoon | 1993 | SNSP-LA-FRG/SFRG | 136 | | | | |
| Lagoon | 1993 | SNSP-LA-UKV | 136 | | | | |
| Lamborghini - American Challenge | 1992 | SNSP-L8-UKV | 136 | | | | |
| Lamborghini - American Challenge | 1992 | SNSP-L8-FAH | 136 | | | | |
| Last Action Hero | 1993 | SNSP-L5-FAH | 136 | | | | |
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| Legend | 1993 | SNSP-6L-UKV | 139 | | | | |
| Legend | 1993 | SNSP-6L-FRG | 139 | | | | |
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| Lemmings | 1992 | SNSP-LE-NOE | 140 | | | | |
| Lemmings | 1992 | SNSP-LE-SCN | 140 | | | | |
| Lemmings 2 - The Tribes | 1994 | SNSP-L2-EUR | 140 | | | | |
| Les Schtroumpfs | 1994 | SNSP-8R-FAH | 225 | | | | |
| Les Schtroumpfs | 1994 | SNSP-8R-NOE | 225 | | | | |
| Les Schtroumpfs Autour du Monde | 1996 | A8RP-FAH | 225 | | | | |
| Lethal enforcer | 1994 | SNSP-LK-UKV | 141 | | | | |
| Lethal Weapon - L' Arme Fatale | 1992 | SNSP-L3-FAH | 141 | | | | |
| Looney Tunes Basketball | 1995 | SNSP-ALTP-FAH | 143 | | | | |
| Looney Tunes Road Runner | 1993 | SNSP-DV-FAH | 209 | | | | |
| Looney Tunes Road Runner | 1993 | SNSP-DV-NOE | 209 | | | | |
| Lothar Matthaeus Super Soccer | 1995 | | 148 | | | | |
| Lucky Luke | 1997 | | 144 | | | | |
| Lufia (grosse boite avec guide) | 1997 | SNSP-ANID-NOE | 144 | | | | |
| Lufia | 1997 | SNSP-ANIP-AUS | 144 | | | | |

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| Madden NFL 95 | 1994 | SNSP-ANLP-NOE | 145 | | | | |
| Magic Boy | 1994 | SNSP-YG-EUR | 147 | | | | |
| Magic Sword | 1993 | | 147 | | | | |
| Major Title | 1993 | SNSP-MT-FRG | 117 | | | | |
| Manchester United Championship Soccer | 1995 | | 148 | | | | |
| Mario's Time Machine | 1993 | SNSP-8M-UKV | 151 | | | | |
| Mario is Missing! | 1993 | SNSP-MU-FRA/SFRA | 148 | | | | |
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| Mario Paint | 1992 | SNSP-MP-SCN | 148 | | | | |
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| Prince of Persia | 1992 | SNSP-PR-SCN | 200 | | | | |
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| Rival Turf ! | 1993 | SNSP-RB-FAH | 209 | | | | |
| Rival Turf ! | 1993 | SNSP-RB-UKV | 209 | | | | |
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| Sim City | 1993 | SNSP-SC-SCN | 220 | | | | |
| Sim City | 1993 | SNSP-SC-AUS | 220 | | | | |
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| Super Castlevania IV | 1992 | SNSP-AD-NOE | 246 | | | | |
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| Super Ghouls ‘n Ghosts | 1992 | SNSP-CM-NOE | 248 | | | | |
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| Super Mario World 2 - Yoshi’s Island | 1995 | SNSP-YI-NOE | 252 | | | | |
| Super Mario World 2 - Yoshi’s Island | 1995 | SNSP-YI-AUS | 252 | | | | |
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# PAL Special Editions

*"retrocollect.com"*

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*"retrocollect.com"*

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*"sitesnes.com"*

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|---|---|---|---|---|---|---|---|
| Fishing Koshien | 1996 | SHVC-AQJJ-JPN | 388 | | | | |
| Flashback | 1993 | SHVC-LQ | 93 | | | | |
| Flying Hero - Bugyuru No Daibouken | 1992 | SHVC-B9 | 388 | | | | |
| Foreman For Real | 1995 | SHVC-AFEJ-JPN | 94 | | | | |
| Fortune Quest – Dice O Korogase | 1994 | SHVC-FQ | 388 | | | | |
| Frank Thomas Big Hurt Baseball | 1995 | SHVC-AFKJ-JPN | 95 | | | | |
| From TV Animation Slam Dunk - DTS Limited | 1994 | (Not For Sale) | 389 | | | | |
| From TV Animation Slam Dunk - SD Heat Up!! | 1995 | SHVC-AIHJ-JPN | 389 | | | | |
| From TV Animation Slam Dunk - Shikyou G. | 1994 | SHVC-UX | 389 | | | | |
| From TV Animation Slam Dunk 2 - IH Yosen K. | 1995 | SHVC-ASLJ-JPN | 390 | | | | |
| Front Mission | 1995 | SHVC-AGCJ-JPN | 390 | | | | |
| Front Mission - Gun Hazard | 1996 | SHVC-AZGJ-JPN | 390 | | | | |
| Full Power | 1994 | SHVC-AFTJ-JPN | 96 | | | | |
| Funaki Masakatsu Hybrid Wrestler - Tougi D. | 1994 | SHVC-ZR | 392 | | | | |
| Fune Taro | 1997 | SHVC-A7EJ-JPN | 392 | | | | |
| Furuta Atsuya No Simulation Pro Yakyuu 2 | 1996 | SHVC-AY9J-JPN | 569 | | | | |
| Fushigi No Dungeon 2 - Fuurai No Shiren | 1995 | SHVC-AAXJ-JPN | 392 | | | | |
| G.O.D - Mezame Yoto Yobu Koe Ga Kikoe | 1996 | SHVC-AGDJ-JPN | 393 | | | | |
| Gaia Gensouki | 1993 | SHVC-JG | 112 | | | | |
| Gaia Saver - Hero Saidai No Sakusen | 1994 | SHVC-G9 | 393 | | | | |
| Gakkou De Atta Kowai Hanashi | 1995 | SHVC-AHXJ-JPN | 393 | | | | |
| Galaxy Robo | 1994 | SHVC-XY | 394 | | | | |
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| Gambler Jiko Chuushinha - Mahjong Kouisen | 1992 | SHVC-GJ | 394 | | | | |
| Gambler Jiko Chuushinha 2 - Dorapon Quest | 1994 | SHVC-8G | 395 | | | | |
| Gambling Hourouki | 1996 | SHVC-A7BJ-JPN | 395 | | | | |
| Game No Tatsujin | 1995 | SHVC-AGEJ-JPN | 395 | | | | |
| Game No Tetsujin - The Shanghai | 1995 | SHVC-A2GJ-JPN | 396 | | | | |
| Gamera - Gyaos Gekinetsu Sakusen | 1995 | SHVC-AGIJ-JPN | 396 | | | | |
| Ganbare Goemon - Kirakira Douchuu Boku | 1995 | SHVC-A4GJ-JPN | 399 | | | | |
| Ganbare Goemon - Yukihime Kyuushutsu E. | 1991 | SHVC-GG | 139 | | | | |
| Ganbare Goemon 2 - Kiteretsu Shogun M. | 1993 | SHVC-KL | 398 | | | | |
| Ganbare Goemon 3 - Shishiyuurokubei Karakuri | 1994 | SHVC-2U | 398 | | | | |
| Ganbare! Daiku No Gen-san | 1993 | SHVC-EZ | 398 | | | | |
| Gangan Gan-chan | 1995 | SHVC-AGQJ-JPN | 396 | | | | |
| Ganpuru - Strange World Gunman's Proof | 1997 | SHVC-AXAJ-JPN | 399 | | | | |
| Ganso Pachinko Ou | 1994 | SHVC-OY | 400 | | | | |
| Ganso Pachisuro Nihonichi | 1994 | SHVC-O4 | 399 | | | | |
| Garou Densetsu - Shumukei No Tatakai | 1992 | SHVC-GN | 85 | | | | |
| Garou Densetsu 2 - Aratanaru Tatakai | 1993 | SHVC-DJ | 85 | | | | |
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| Gdleen | 1991 | SHVC-GD | 400 | | | | |
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| Gegege No Kitarou - F.T.D. (Fukkoku Ban) | 1996 | SHVC-G4-1 | 400 | | | | |
| Gegege No Kitarou - Youkai Donjara (Sufami) | 1996 | SFT-0106 | 402 | | | | |
| Gegege No Kitarou - Youkai Donjara + (Sufami) | 1996 | SFT-0106 | 402 | | | | |

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| Gekitotsu Dangan Jidousya Battle Mobile | 1993 | SHVC-KV | 401 | | | | |
| Gekitou Burning Pro Wres | 1995 | SHVC-AWNJ-JPN | 401 | | | | |
| Genjuu Ryodan | 1998 | SHVC-AGJJ-JPN (Nin. Power) | 401 | | | | |
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| Getsumen No Anubis | 1995 | SHVC-ALEJ-JPN | 403 | | | | |
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| Ghost Sweeper Mikami - Joreishi Wa Nice Body | 1993 | SHVC-IR | 404 | | | | |
| Ghoul Patrol | 1995 | SHVC-AGJJ-JPN | 98 | | | | |
| Ginga Eiyuu Densetsu | 1992 | SHVC-GE | 404 | | | | |
| Ginga Sengoku Gunyuuden Rai | 1996 | SHVC-AQPJ-JPN | 404 | | | | |
| Gionbana | 1994 | SHVC-AHFJ-JPN | 405 | | | | |
| Go Go Ackman | 1994 | SHVC-ACKJ-JPN | 405 | | | | |
| Go Go Ackman 2 | 1995 | SHVC-A92J-JPN | 406 | | | | |
| Go Go Ackman 3 | 1995 | SHVC-AVPJ-JPN | 406 | | | | |
| Go! Go! Dodge League | 1993 | SHVC-R5 | 406 | | | | |
| Godzilla - Kaijuu Dai Kessen | 1994 | SHVC-AG2J-JPN | 407 | | | | |
| Gokinjo Boukentai | 1996 | SHVC-A3LJ-JPN | 407 | | | | |
| Gokujou Parodius | 1994 | SHVC-AGPJ-JPN | 407 | | | | |
| Gon | 1994 | SHVC-AHOJ-JPN | 408 | | | | |
| Goofy To Max - Kaizokujima No Daibouken | 1994 | SHVC-G6 | 101 | | | | |
| Gouketsuji Ichizoku | 1994 | SHVC-AGKJ-JPN | 197 | | | | |
| Gourmet Sentai Bara Yarou | 1995 | SHVC-AV6J-JPN | 411 | | | | |
| Gousou Shinrai Densetsu - Musya | 1992 | SHVC-MY | 167 | | | | |
| GP-1 | 1993 | SHVC-G7 | 101 | | | | |
| GP-1 - Rapid Stream | 1994 | SHVC-AGRJ-JPN | 101 | | | | |
| Gradius III | 1990 | SHVC-G3 | 102 | | | | |
| Granhistoria - Genshi Sekaiki | 1995 | SHVC-AIRJ-JPN | 408 | | | | |
| GT Racing | 1996 | SHVC-AIKJ-JPN | 411 | | | | |
| Gunforce - Battle Fire Engulfed Terror Island | 1992 | SHVC-GU | 103 | | | | |
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| Hagane | 1994 | SHVC-AHGJ-JPN | 104 | | | | |
| Haisei Mahjong Ryoga | 1995 | SHVC-AMJJ-JPN | 412 | | | | |
| Hakunetsu Pro Yakyuu ‘94 - Ganba League 3 | 1993 | SHVC-E3 | 413 | | | | |
| Hakunetsu Pro Yakyuu Ganba League | 1991 | SHVC-GL | 81 | | | | |
| Hakunetsu Pro Yakyuu Ganba League ‘93 | 1992 | SHVC-GV | 412 | | | | |
| Hamelin No Violin Hiki | 1995 | SHVC-AVNJ-JPN | 413 | | | | |
| Hana No Keiji - Kumo No Kanata Ni | 1994 | SHVC-AY4J-JPN | 413 | | | | |
| Hanafuda Ou | 1994 | SHVC-IJ | 414 | | | | |
| Hanjuku Hero - Ah, Sekai yo Hanjuku Nare...!! | 1992 | SHVC-HH | 414 | | | | |
| Hansei Zaru Jiro-kun No Daibouken | 1991 | SHVC-HJ | 229 | | | | |
| Haou Taikei Ryuu Knight - Road of Paladin | 1994 | SHVC-UR | 415 | | | | |
| Harapeko Bakka | 1994 | SHVC-ABKJ-JPN | 110 | | | | |
| Harukanaru Augusta | 1991 | SHVC-GA | 415 | | | | |
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| Harukanaru Augusta 3 - Masters New | 1995 | SHVC-AO3J-JPN | 416 | | | | |

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| Hashire Hebereke | 1994 | SHVC-AHHJ-JPN | 416 | | | | |
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| Hat Trick Hero 2 | 1994 | SHVC-2Y | 417 | | | | |
| Hatayama Hatch No Pro Yakyuu News! | 1993 | SHVC-EB | 417 | | | | |
| Hayashi Kaihou Kudan No Igo Oodou | 1996 | SHVC-AIDJ-JPN | 417 | | | | |
| Hayazashi Nidan - Morita Shougi | 1993 | SHVC-2M | 418 | | | | |
| Hayazashi Nidan - Morita Shougi 2 | 1995 | SHVC-A2MJ-JPN | 418 | | | | |
| Hebereke No Oishii Puzzle Ha Irimasenka | 1994 | SHVC-O3 | 418 | | | | |
| Hebereke No Popuun | 1993 | SHVC-HU | 107 | | | | |
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| Heisei Gunjin Shougi | 1996 | SHVC-AG7J-JPN | 419 | | | | |
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| Heisei Shin Oni Ga Shima Kouhen | 1998 | SHVC-AO5J-JPN | 420 | | | | |
| Heisei Shin Oni Ga Shima Kouhen | 1997 | SHVC-AO5J-JPN (Nin. Power) | 420 | | | | |
| Heisei Shin Oni Ga Shima Zenpen | 1998 | SHVC-AO4J-JPN | 420 | | | | |
| Heisei Shin Oni Ga Shima Zenpen | 1997 | SHVC-AO4J-JPN (Nin. Power) | 420 | | | | |
| Heiwa Pachinko World | 1995 | SHVC-AHWJ-JPN | 420 | | | | |
| Heiwa Pachinko World 2 | 1995 | SHVC-AWTJ-JPN | 421 | | | | |
| Heiwa Pachinko World 3 | 1996 | SHVC-A3WJ-JPN | 421 | | | | |
| Heiwa Parlor! Mini 8 - Pachinko Jikki Simu. | 1998 | SHVC-AQUJ-JPN | 421 | | | | |
| Hello Pac-Man | 1994 | SHVC-PN | 185 | | | | |
| Herakles No Eikou III - Kamigami No Chin. | 1992 | SHVC-HE | 422 | | | | |
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| Higashio Osamu Kanshuu Super Pro Stadium | 1993 | SHVC-PK | 423 | | | | |
| Hiouden - Mamonotachi To No Chikai | 1994 | SHVC-HR | 423 | | | | |
| Hiryuu No Ken S - Golden Fighter | 1992 | SHVC-HK | 423 | | | | |
| Hiryuu No Ken S - Hyper Version | 1992 | SHVC-HP | 286 | | | | |
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| Hishou 777 Fighter 2 - Pachi Slot Hi Jouhou | 1994 | SHVC-72 | 425 | | | | |
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| Hissatsu Pachinko Collection 2 | 1995 | SHVC-A2HJ-JPN | 424 | | | | |
| Hissatsu Pachinko Collection 3 | 1995 | SHVC-A3HJ-JPN | 424 | | | | |
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| Hisshou! Pachi Slot Fan | 1994 | SHVC-APSJ-JPN | 426 | | | | |
| Hokuto No Ken 5 - Tenma Ryuuseiden Zesshou | 1992 | SHVC-K5 | 426 | | | | |
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| Holy Umbrella - Dondera No Mubo!! | 1995 | SHVC-ADQJ-JPN | 427 | | | | |
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| Honkaku Mahjong Tetsuman | 1993 | SHVC-OM | 428 | | | | |
| Honkaku Mahjong Tetsuman (Fukkoku Ban) | 1997 | SHVC-OM-1 | 428 | | | | |
| Honkaku Mahjong Tetsuman II | 1994 | SHVC-AOXJ-JPN | 428 | | | | |
| Honkaku Shougi - Fuuunji Ryuuou | 1994 | SHVC-AV3J-JPN | 428 | | | | |

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| Honke Hanafuda | 1994 | SHVC-87 | 414 | | | | |
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| Honke Sankyo Fever - Jikki Simulation 2 | 1995 | SHVC-A33J-JPN | 429 | | | | |
| Honke Sankyo Fever - Jikki Simulation 3 | 1996 | SHVC-A37J-JPN | 430 | | | | |
| Honoo No Doukyuuji - Dodge Danpei | 1992 | SHVC-DD | 430 | | | | |
| Hook | 1992 | SHVC-HO | 108 | | | | |
| Horai Gakuen No Bouken! - Tenkousei Scram. | 1996 | SHVC-AJHJ-JPN | 430 | | | | |
| Hoshi No Kirby 3 | 1998 | SHVC-AFJJ-JPN | 134 | | | | |
| Hoshi No Kirby Super Deluxe | 1996 | SHVC-AKFJ-JPN | 133 | | | | |
| Houkago in Beppin Jogakuin | 1995 | SHVC-ABEJ-JPN | 431 | | | | |
| Human Baseball | 1993 | SHVC-HB | 431 | | | | |
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| Human Grand Prix IV - F1 Dream Battle | 1995 | SHVC-AG4J-JPN | 432 | | | | |
| Hyper Iria | 1995 | SHVC-AZEJ-JPN | 432 | | | | |
| HyperZone | 1991 | SHVC-HZ | 111 | | | | |
| Idea No Hi | 1994 | SHVC-ID | 433 | | | | |
| Igo Club | 1996 | SHVC-AIVJ-JPN | 433 | | | | |
| Ihatovo Monogatari | 1993 | SHVC-H8 | 433 | | | | |
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| Inazuma Serve Da!! Super Beach Volley | 1995 | SHVC-AV7J-JPN | 434 | | | | |
| Indiana Jones' Greatest Adventures | 1995 | SHVC-AIJJ-JPN | 114 | | | | |
| International Tennis Tour | 1993 | SHVC-IT | 115 | | | | |
| Ippatsu Gyakuten! Keiba Keirin Kyoutei | 1996 | SHVC-AUMJ-JPN | 434 | | | | |
| Iron Commando - Kotetsu No Senshi | 1995 | SHVC-AICJ-JPN | 435 | | | | |
| Iso Zuri Ritou Hen | 1996 | SHVC-A5IJ-JPN | 435 | | | | |
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| Itou Haka Rokudan No Shougi Doujou | 1994 | SHVC-Q2 | 436 | | | | |
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| Jaleco Rally Big Run - The Supreme 4WD Ch. | 1991 | SHVC-BR | 440 | | | | |
| Jammes | 1995 | SHVC-AJMJ-JPN | 441 | | | | |
| Janyuuki Gokuu Randa | 1995 | SHVC-AV4J-JPN | 441 | | | | |
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| Jikkyou Power Pro Wrestling ‘96 - Max Voltage | 1996 | SHVC-AJXJ-JPN | 442 | | | | |
| Jikkyou Powerful Pro Yakyuu ‘94 | 1994 | SHVC-YX | 443 | | | | |
| Jikkyou Powerful Pro Yakyuu ‘96 - Kaimaku B. | 1996 | SHVC-A57J-JPN | 443 | | | | |
| Jikkyou Powerful Pro Yakyuu - Basic Ban ‘98 | 1998 | SHVC-AJ5J-JPN | 443 | | | | |
| Jikkyou Powerful Pro Yakyuu 2 | 1995 | SHVC-AP2J-JPN | 444 | | | | |
| Jikkyou Powerful Pro Yakyuu 3 | 1996 | SHVC-A3JJ-JPN | 444 | | | | |
| Jikkyou Powerful Pro Yakyuu 3 - ‘97 Haru | 1997 | SHVC-AQ7J-JPN | 444 | | | | |
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| Jikkyou World Soccer 2 - Fighting Eleven | 1995 | SHVC-AWJJ-JPN | 115 | | | | |
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| Jissen Pachi Slot Hisshouhou! Yamasa Densetsu | 1996 | SHVC-AY8J-JPN | 447 | | | | |
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| JWP Joshi Pro Wrestling - Pure Wrestle Queens | 1994 | SHVC-AJWJ-JPN | 450 | | | | |
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| Kiteretsu Daihyakka - Choujikuu Sugoroku | 1995 | SHVC-AVKJ-JPN | 463 | | | | |
| Knights Of The Round | 1994 | SHVC-LO | 135 | | | | |
| Konpeki No Kantai | 1995 | SHVC-ADFJ-JPN | 463 | | | | |
| Kouryuu No Mimi | 1995 | SHVC-AKVJ-JPN | 464 | | | | |
| Kouryaku Casino Bar | 1995 | SHVC-AOOJ-JPN | 464 | | | | |
| Kouryuu Densetsu Villgust - Kieta Shoujo | 1992 | SHVC-VL | 464 | | | | |

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| Koushien 4 | 1995 | SHVC-A4VJ-JPN | 465 | | | | |
| Kousoku Shikou - Shougi Ou | 1995 | SHVC-ASGJ-JPN | 466 | | | | |
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| Koutetsu No Kishi 2 - Sabaku Rommel Shougun | 1994 | SHVC-2Z | 466 | | | | |
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| Kunio-kun No Dodgeball Dayo Zenin Shuugou! | 1993 | SHVC-ND | 467 | | | | |
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| Kuusou Kagaku Sekai Gulliver Boy | 1996 | SHVC-AKUJ-JPN | 468 | | | | |
| Kyouraku Sanyou Maruhon Parlor! Parlor! | 1995 | SHVC-APXJ-JPN | 468 | | | | |
| Kyouraku Sanyou Maruhon Parlor! Parlor! 5 | 1996 | SHVC-AVVJ-JPN | 470 | | | | |
| Kyouraku Sanyou Toyomaru Daiichi Parlor! 2 | 1995 | SHVC-AIPJ-JPN | 469 | | | | |
| Kyouraku Sanyou Toyomaru Parlor! IV CR | 1995 | SHVC-AZCJ-JPN | 469 | | | | |
| Kyouraku Sanyou Toyomaru Taiyou Parlor! 3 | 1996 | SHVC-AYPJ-JPN | 469 | | | | |
| Kyuuyaku Megami Tensei | 1995 | SHVC-AKMJ-JPN | 470 | | | | |
| La Wares | 1995 | SHVC-ABYJ-JPN | 471 | | | | |
| Lady Stalker - Kako Kara No Chousen | 1995 | SHVC-ALSJ-JPN | 471 | | | | |
| Lagoon | 1991 | SHVC-LA | 136 | | | | |
| Larry Nixon's Super Bass Fishing | 1994 | SHVC-QJ | 276 | | | | |
| Las Vegas Dream | 1993 | SHVC-L6 | 290 | | | | |
| Lasabirdie - Get in the Hole | 1995 | SHVC-AGHJ-JPN | 472 | | | | |
| Last Bible III | 1995 | SHVC-ALBJ-JPN | 472 | | | | |
| Leading Company | 1993 | SHVC-LC | 473 | | | | |
| Leading Jockey | 1994 | SHVC-L9 | 473 | | | | |
| Leading Jockey 2 | 1995 | SHVC-ALJJ-JPN | 474 | | | | |
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| Lemmings 2 - The Tribes | 1994 | SHVC-L2 | 140 | | | | |
| Lennus - Kodai Kikai No Kioku | 1992 | SHVC-LN | 186 | | | | |
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| Light Fantasy | 1992 | SHVC-LF | 475 | | | | |
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| Little Master - Niji Iro No Maseki | 1995 | SHVC-ALMJ-JPN | 476 | | | | |
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| Lupin The 3rd - Densetsu No Hihou O Oe! | 1994 | SHVC-ALPJ-JPN | 479 | | | | |
| Madou Monogatari - Hanamaru Daiyouchi Enji | 1996 | SHVC-ADYJ-JPN | 480 | | | | |
| Magic Johnson No Super Slam Dunk | 1993 | SHVC-D9 | 258 | | | | |
| Magic Knight Rayearth | 1995 | SHVC-AURJ-JPN | 480 | | | | |
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| Magical Drop 2 - Bunka Housou Special Ver. | 1996 | SHVC-AOQJ-JPN | 491 | | | | |
| Magical Pop'n | 1995 | SHVC-AIAJ-JPN | 481 | | | | |
| Magical Taruruuto-Kun - Magic Adventure | 1992 | SHVC-TL | 481 | | | | |
| Magna Braban - Henreki No Yuusha | 1994 | SHVC-AMBJ-JPN | 482 | | | | |
| Mahjong Club | 1994 | SHVC-AHMJ-JPN | 482 | | | | |
| Mahjong Goku Tenjiku | 1994 | SHVC-59 | 482 | | | | |
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| Mahjong Hishouden - Shin Naki No Ryuu | 1995 | SHVC-ARUJ-JPN | 558 | | | | |
| Mahjong Sengoku Monogatari | 1994 | SHVC-Y3 | 483 | | | | |
| Mahjong Taikai II | 1994 | SHVC-AIQJ-JPN | 483 | | | | |
| Mahou Poi Poi Poitto! | 1994 | SHVC-9P | 484 | | | | |
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| Majin Tensei | 1994 | SHVC-ZM | 485 | | | | |
| Majin Tensei II - Spiral Nemesis | 1995 | SHVC-AZ2J-JPN | 485 | | | | |
| Majuu Ou | 1995 | SHVC-AOHJ-JPN | 486 | | | | |
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| Mario No Super Picross | 1995 | SHVC-ACXJ-JPN | 487 | | | | |
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| Marmalade Boy | 1995 | SHVC-AMNJ-JPN | 488 | | | | |
| Marvel Super Heroes - War of the Gems | 1996 | SHVC-AHZJ-JPN | 152 | | | | |
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| Masaki Shimono No Fishing to Bassing | 1994 | SHVC-ABIJ-JPN | 555 | | | | |
| Maten Densetsu - Senritsu No Opatsu | 1995 | SHVC-AZ9J-JPN | 488 | | | | |
| Matsukata Hiroki No Super Trolling | 1995 | SHVC-AMVJ-JPN | 489 | | | | |
| Matsumura Kunihiro Den - Saikyo Kumikaero! | 1994 | SHVC-24 | 489 | | | | |
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| Megalo Mania - Jikuu Daisenryaku | 1993 | SHVC-MZ | 154 | | | | |
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| Metal Max 2 | 1993 | SHVC-MX | 490 | | | | |
| Metal Max Returns | 1995 | SHVC-AZMJ-JPN | 490 | | | | |
| Metal Slader Glory - Director's Cut | 2000 | SHVC-BMSJ-JPN (N. Power) | 492 | | | | |
| Michael Andretti's Indy Car Challenge | 1995 | SHVC-AMAJ-JPN | 159 | | | | |

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| Mickey No Magical Adventure | 1992 | SHVC-MI | 147 | | | | |
| Mickey No Tokyo Disneyland Daibouken | 1994 | SHVC-ZJ | 492 | | | | |
| Mickey To Donald Magical Adventure 3 | 1995 | SHVC-AM3J-JPN | 492 | | | | |
| Mickey To Minnie Magical Adventure 2 | 1994 | SHVC-4C | 103 | | | | |
| Might and Magic Book Two | 1993 | SHVC-MV | 491 | | | | |
| Mighty Morphin' Power Rangers | 1995 | SHVC-52 | 161 | | | | |
| Milandra | 1997 | SHVC-AQ9J-JPN | 493 | | | | |
| Militia | 1994 | SHVC-NG | 158 | | | | |
| Mini Yonku Let's & Go!! - Power WGP 2 | 1998 | SHVC-BM4J-JPN | 493 | | | | |
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| Mini Yonku Shining Scorpion - Let's & Go!! | 1996 | SHVC-A4WJ-JPN | 493 | | | | |
| Miracle Casino Paradise | 1995 | SHVC-ACPJ-JPN | 494 | | | | |
| Miracle Girls | 1993 | SHVC-QP | 494 | | | | |
| Miyaji Shachou No Pachinko Fan - Sengen 2 | 1995 | SHVC-AFAJ-JPN | 494 | | | | |
| Mizuki Shigeru No Youkai Nakiri Yagyou | 1995 | SHVC-AYHJ-JPN | 495 | | | | |
| Momotarou Dentetsu Happy | 1996 | SHVC-AH8J-JPN | 495 | | | | |
| Monopoly | 1993 | SHVC-ML | 491 | | | | |
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| Monster Maker III - Hikari no Majyutsushi | 1993 | SHVC-3M | 496 | | | | |
| Monster Maker Kids - Ousama Ni Naritai | 1994 | SHVC-AK2J-JPN | 496 | | | | |
| Mortal Kombat | 1993 | SHVC-KX | 165 | | | | |
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| Mother 2 - Gyiyg No Gyakushuu | 1994 | SHVC-MB | 75 | | | | |
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| Motteke Oh! Dorobou | 1995 | SHVC-AOEJ-JPN | 497 | | | | |
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| Muscle Bomber - The Body Explosion | 1994 | SHVC-ZW | 215 | | | | |
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| Mystery Circle | 1992 | SHVC-MC | 498 | | | | |
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| Nakajima Satoru Kanshuu Super F-1 Hero | 1992 | SHVC-S4 | 587 | | | | |
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| Naki No Ryuu - Mahjong Hishouden | 1992 | SHVC-RY | 501 | | | | |
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| Nangoku Shounen Papuwa-kun | 1994 | SHVC-N7 | 501 | | | | |
| Naruhodo! The World | 1994 | SHVC-QV | 502 | | | | |
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| Naxat Super Pinball - Jaki Hakai | 1992 | SHVC-JH | 440 | | | | |
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| NBA Live 95 | 1994 | SHVC-ANBJ-JPN | 170 | | | | |
| NBA Pro Basketball ‘94 - Bulls Vs Suns | 1993 | SHVC-6N | 171 | | | | |
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| Nekketsu Tairiku Burning Heroes | 1995 | SHVC-AEBJ-JPN | 502 | | | | |
| Neugier - Umi To Kaze No Koudou | 1993 | SHVC-W3 | 503 | | | | |
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| NFL Quarterback Club ‘96 | 1996 | SHVC-AQBJ-JPN | 173 | | | | |
| NHL Pro Hockey ‘94 | 1994 | SHVC-4H | 174 | | | | |
| Nice De Shot | 1994 | SHVC-NN | 503 | | | | |
| Nichibitsu Arcade Classics | 1995 | SHVC-AACJ-JPN | 504 | | | | |
| Nichibitsu Arcade Classics 2 - Heiankyou Alien | 1995 | SHVC-AAEJ-JPN | 504 | | | | |
| Nichibitsu Collection | 1996 | SHVC-AECJ-JPN | 504 | | | | |
| Nichibitsu Collection 2 | 1996 | SHVC-A2BJ-JPN | 506 | | | | |
| Nigel Mansell’s F1 Challenge | 1993 | SHVC-NC | 176 | | | | |
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| Nintama Rantarou Puzzle - Ninjyutsu Puzzle | 1996 | SHVC-ANVJ-JPN | 506 | | | | |
| Nintama Rantarou Special | 1996 | SHVC-ANXJ-JPN | 507 | | | | |
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| Nobunaga No Yabou - Haouden | 1993 | SHVC-NK | 509 | | | | |
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| Nomark Baku Haitou - Shijou Saikyou Tatsu | 1995 | SHVC-AAPJ-JPN | 510 | | | | |
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| Oda Nobunaga - Haou No Gundan | 1993 | SHVC-ON | 512 | | | | |
| Odekake Lester - Lelele No Le | 1994 | SHVC-O7 | 141 | | | | |
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| Okamoto Ayako To Match Play Golf | 1994 | SHVC-OG | 513 | | | | |
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| Ongaku Tsukuru Kanadeeru | 1996 | SHVC-ZMCJ-JPN | 514 | | | | |
| Onita Atsushi FMW | 1993 | SHVC-OA | 514 | | | | |
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| Ossu!! Karate-Bu | 1994 | SHVC-OJ | 515 | | | | |
| Othello World | 1992 | SHVC-TO | 516 | | | | |
| Otoboke Ninja Colosseum | 1995 | SHVC-AOCJ-JPN | 516 | | | | |
| Otogirisou | 1992 | SHVC-OT | 516 | | | | |
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| Pachi Slot Kenkyuu | 1994 | SHVC-77 | 517 | | | | |
| Pachi Slot Land - Pachi Pachi Coin No Densetsu | 1994 | SHVC-7P | 517 | | | | |
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| Pachi Slot Monogatari - Universal Special | 1994 | SHVC-9K | 518 | | | | |
| Pachi Slot Shoubushi | 1994 | SHVC-AGAJ-JPN | 519 | | | | |
| Pachinko Challenger | 1995 | SHVC-APVJ-JPN | 519 | | | | |
| Pachinko Fan - Shouri Shengen | 1994 | SHVC-APNJ-JPN | 519 | | | | |
| Pachinko Hisshou Hou! | 1995 | SHVC-AJPJ-JPN | 520 | | | | |
| Pachinko Hisshou Hou! 2 | 1996 | SHVC-A9ZJ-JPN | 447 | | | | |
| Pachinko Maruhi Hisshouhou | 1994 | SHVC-APKJ-JPN | 520 | | | | |
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| Pachinko Monogatari 2 - Nagoya Shachihoko | 1995 | SHVC-A2PJ-JPN | 520 | | | | |
| Pachinko Renchan Tengoku - Super CR Special | 1995 | SHVC-ALCJ-JPN | 521 | | | | |
| Pachinko Tetsujin 7ban Shobu | 1995 | SHVC-A77J-JPN (Not for Sale) | 521 | | | | |
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| Pachinko Wars II | 1993 | SHVC-P6 | 522 | | | | |
| Pachio-kun Special | 1992 | SHVC-PA | 522 | | | | |
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| Pachio-kun Special 3 | 1995 | SHVC-AP3J-JPN | 523 | | | | |
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| Parlor! Mini 2 - Pachinko Jikki Simul. Game | 1996 | SHVC-AQCJ-JPN | 524 | | | | |
| Parlor! Mini 3 - Pachinko Jikki Simul. Game | 1996 | SHVC-AQVJ-JPN | 524 | | | | |
| Parlor! Mini 4 - Pachinko Jikki Simul. Game | 1996 | SHVC-AQXJ-JPN | 524 | | | | |
| Parlor! Mini 5 - Pachinko Jikki Simul. Game | 1997 | SHVC-AQYJ-JPN | 525 | | | | |
| Parlor! Mini 6 - Pachinko Jikki Simul. Game | 1997 | SHVC-AQRJ-JPN | 525 | | | | |
| Parlor! Mini 7 - Pachinko Jikki Simul. Game | 1997 | SHVC-AQMJ-JPN | 525 | | | | |
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| Pebble Beach No Hatou - Tournament Edition | 1996 | SHVC-AONJ-JPN | 526 | | | | |
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| Picross NP Vol.8 | 2000 | SHVC-BP8J-JPN | 528 | | | | |
| Pikinya! | 1997 | SHVC-A9AJ-JPN | 529 | | | | |
| Pilotwings | 1990 | SHVC-PW | 189 | | | | |
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| Pinocchio | 1996 | SHVC-ACGJ-JPN | 67 | | | | |
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| Pitfall - Mayan No Daibouken | 1995 | SHVC-APAJ-JPN | 192 | | | | |
| Plok! | 1993 | SHVC-P4 | 193 | | | | |
| Poi Poi Ninja World | 1996 | SFT-103 (Sufami Turbo) | 536 | | | | |
| Poi Poi Ninja World + Gentei Set | 1996 | SFT-103 (Sufami Turbo) | 536 | | | | |
| Poko-Nyan! - Henpokorin Adventure | 1994 | SHVC-APOJ-JPN | 529 | | | | |
| Pop’n Twinbee | 1993 | SHVC-PT | 195 | | | | |
| Popeye - Ijiwaru Majo Seahag No Maki | 1994 | SHVC-XI | 530 | | | | |
| Popful Mail | 1994 | SHVC-IW | 530 | | | | |
| Popoitto Hebereke | 1995 | SHVC-APHJ-JPN | 106 | | | | |
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| Power Athlete | 1992 | SHVC-P3 | 197 | | | | |
| Power Lode Runner | 1999 | SHVC-BPLJ-JPN (N.Power) | 530 | | | | |
| Power Monger - Mashou No Bouryaku | 1993 | SHVC-PM | 198 | | | | |
| Power Of The Hired | 1994 | SHVC-ALUJ-JPN | 532 | | | | |
| Power Soukoban | 1999 | SHVC-BPSJ-JPN | 532 | | | | |
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| Princess Maker - Legend of Another World | 1995 | SHVC-AOIJ-JPN | 532 | | | | |
| Princess Minerva | 1995 | SHVC-AVAJ-JPN | 533 | | | | |
| Pro Football | 1992 | SHVC-FB | 123 | | | | |
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| Pro Kishi Jinsei Simulation - Shougi Hamamichi | 1996 | SHVC-AARJ-JPN | 533 | | | | |
| Pro Mahjong Kiwame | 1993 | SHVC-ZZ | 533 | | | | |
| Pro Mahjong Kiwame II | 1994 | SHVC-ZO | 534 | | | | |
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| Pro Mahjong Tsuwamono | 1997 | SHVC-AQZJ-JPN | 534 | | | | |
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| Pro Yakyuu Star | 1997 | SHVC-AU4J-JPN | 535 | | | | |
| Psycho Dream | 1992 | SHVC-PY | 536 | | | | |

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| Puzzle'n Desu! | 1995 | SHVC-ASUJ-JPN | 536 | | | | |
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| Rejoice - Aretha Oukoku No Kanata | 1995 | SHVC-AYRJ-JPN | 538 | | | | |
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| Sim City | 1991 | SHVC-SC | 220 | | | | |
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| Super Fire Pro Wrestling X Premium | 1996 | SHVC-AF6J-JPN | 592 | | | | |
| Super Fishing - Big Fight | 1994 | SHVC-ANFJ-JPN | 592 | | | | |
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| Super Formation Soccer 94 - W.Cup Final Data | 1994 | SHVC-A3FJ-JPN | 575 | | | | |
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| Super Formation Soccer 95 - UCC Xaqua | 1995 | SHVC-ADEJ-JPN (Not F. Sale) | 593 | | | | |
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| Super Igo Go Ou | 1994 | SHVC-IG | 597 | | | | |
| Super Indy Champ | 1994 | SHVC-OI | 597 | | | | |
| Super Inindou - Datou Nobunaga | 1992 | SHVC-IN | 114 | | | | |
| Super James Pond II | 1993 | SHVC-V5 | 250 | | | | |
| Super Jangou | 1995 | SHVC-AJ4J-JPN | 597 | | | | |
| Super Jinsei Game | 1994 | SHVC-LG | 598 | | | | |
| Super Jinsei Game 2 | 1995 | SHVC-AL2J-JPN | 598 | | | | |
| Super Jinsei Game 3 | 1996 | SHVC-A3XJ-JPN | 598 | | | | |
| Super Keiba | 1993 | SHVC-KB | 599 | | | | |
| Super Keiba 2 | 1995 | SHVC-A | 599 | | | | |
| Super Keirin | 1995 | SHVC-AKRJ-JPN | 599 | | | | |
| Super Kick Boxing | 1993 | SHVC-BE | 32 | | | | |
| Super Kick Off | 1992 | SHVC-KO | 128 | | | | |
| Super Kokou Yakyuu - Ichikyuu Jikkon | 1994 | SHVC-Q6 | 600 | | | | |
| Super Kyousouba - Kaze No Sylphid | 1993 | SHVC-KJ | 600 | | | | |
| Super Kyoutei | 1995 | SHVC-AKYJ-JPN | 600 | | | | |
| Super Kyoutei 2 | 1996 | SHVC-A2YJ-JPN | 601 | | | | |
| Super Kyukyoku Harikiri Stadium | 1993 | SHVC-HI | 601 | | | | |
| Super Kyukyoku Harikiri Stadium 2 | 1994 | SHVC-9H | 601 | | | | |
| Super Linearball | 1992 | SHVC-SJ | 228 | | | | |
| Super Loopz | 1994 | SHVC-2E | 602 | | | | |
| Super Mad Champ | 1995 | SHVC-ACHJ-JPN | 602 | | | | |
| Super Mahjong | 1992 | SHVC-SM | 602 | | | | |
| Super Mahjong 2 - Honkaku 4 Nin Uchi! | 1993 | SHVC-2A | 603 | | | | |
| Super Mahjong 3 - Karakuchi | 1994 | SHVC-Q8 | 603 | | | | |
| Super Mahjong Takai | 1992 | SHVC-IQ | 603 | | | | |
| Super Mario - Yossy Island | 1995 | SHVC-YI | 252 | | | | |
| Super Mario Collection | 1993 | SHVC-4M | 250 | | | | |
| Super Mario Kart | 1992 | SHVC-MK | 251 | | | | |
| Super Mario RPG | 1996 | SHVC-ARWJ-JPN | 251 | | | | |
| Super Mario World | 1990 | SHVC-MW | 251 | | | | |
| Super Metroid | 1994 | SHVC-RI | 252 | | | | |
| Super Moero!! Pro Yakyuu | 1994 | SHVC-AB3J-JPN | 241 | | | | |
| Super Momotarou Dentetsu DX | 1995 | SHVC-AH6J-JPN | 604 | | | | |
| Super Momotarou Dentetsu DX - Nishi-Nihon | 1995 | (Not For Sale) | 621 | | | | |
| Super Momotarou Dentetsu II | 1992 | SHVC-H4 | 604 | | | | |

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| Super Momotarou Dentetsu III | 1994 | SHVC-AMDJ-JPN | 604 | | | | |
| Super Naxat Open - Golf Shoubu Dorabo-chan | 1994 | SHVC-XD | 605 | | | | |
| Super Nazo Puyo - Lulu No luu | 1995 | SHVC-ANQJ-JPN | 605 | | | | |
| Super Nazo Puyo 2 - Lulu Tetsuwan Hanjouki | 1996 | SHVC-A8PJ-JPN | 605 | | | | |
| Super Nichibutsu Mahjong | 1992 | SHVC-NM | 606 | | | | |
| Super Nichibutsu Mahjong 2 - Zenkoku Seiha | 1993 | SHVC-2N | 606 | | | | |
| Super Nichibutsu Mahjong 3 - Yoshimoto Hen | 1994 | SHVC-3J | 606 | | | | |
| Super Nichibutsu Mahjong 4 - Kiso Kenkyu | 1996 | SHVC-A4MJ-JPN | 607 | | | | |
| Super Ninja-Kun | 1994 | SHVC-8Q | 607 | | | | |
| Super Nobunaga No Yabou - Bushou Fuuunroku | 1991 | SHVC-IZ | 179 | | | | |
| Super Nobunaga No Yabou - Zenkoku Ban | 1993 | SHVC-NZ | 178 | | | | |
| Super Off Road | 1992 | SHVC-FR | 254 | | | | |
| Super Okuman Chouja Game - Game Billionaire | 1995 | SHVC-ABGJ-JPN | 608 | | | | |
| Super Okuman Chouja Game - Game Billionaire | 1997 | SHVC-ABGJ-JPN (Renka Ban) | 608 | | | | |
| Super Oozumou - Nessen Ou Ichiban | 1992 | SHVC-OK | 608 | | | | |
| Super Pachi Slot Mahjong | 1994 | SHVC-QU | 608 | | | | |
| Super Pachinko | 1994 | SHVC-Q7 | 609 | | | | |
| Super Pachinko Taisen | 1995 | SHVC-ADXJ-JPN | 609 | | | | |
| Super Pang | 1992 | SHVC-SN | 245 | | | | |
| Super Pinball - Behind The Mask | 1994 | SHVC-3P | 254 | | | | |
| Super Pinball II - The Amazing Odyssey | 1995 | SHVC-APLJ-JPN | 609 | | | | |
| Super Power League | 1993 | SHVC-M3 | 610 | | | | |
| Super Power League 2 | 1994 | SHVC-Z4 | 610 | | | | |
| Super Power League 3 | 1995 | SHVC-AP9J-JPN | 610 | | | | |
| Super Power League 4 | 1996 | SHVC-AE7J-JPN | 611 | | | | |
| Super Professional Baseball | 1991 | SHVC-SP | 254 | | | | |
| Super Professional Baseball II | 1992 | SHVC-PB | 611 | | | | |
| Super Punch-Out!! | 1998 | SHVC-4Q (Nintendo Power) | 255 | | | | |
| Super Puyo Puyo | 1993 | SHVC-PQ | 611 | | | | |
| Super Puyo Puyo 2 | 1995 | SHVC-AXPJ-JPN | 612 | | | | |
| Super Puyo Puyo 2 Remix | 1996 | SHVC-A7PJ-JPN | 612 | | | | |
| Super R-Type | 1991 | SHVC-SR | 256 | | | | |
| Super Real Mahjong PIV | 1994 | SHVC-4S | 612 | | | | |
| Super Real Mahjong PV Paradise - All-Star 4 | 1995 | SHVC-A5PJ-JPN | 613 | | | | |
| Super Robot Taisen EX | 1994 | SHVC-E6 | 613 | | | | |
| Super Robot Taisen Gaiden - Lord Elemental | 1996 | SHVC-ALXJ-JPN | 613 | | | | |
| Super Royal Blood | 1992 | SHVC-IU | 97 | | | | |
| Super Rugby | 1994 | SHVC-I3 | 614 | | | | |
| Super Sangokushi | 1994 | SHVC-I4 | 614 | | | | |
| Super Sangokushi II | 1991 | SHVC-XL | 212 | | | | |
| Super Sangokushi II | 1995 | SHVC-XL-1 (Fukkoku Ban) | 212 | | | | |
| Super Scope 6 + Scope Set | 1993 | SHVC-LR | 256 | | | | |
| Super Shanghai - Dragon’s Eye | 1992 | SHVC-DE | 218 | | | | |
| Super Shougi | 1992 | SHVC-SD | 614 | | | | |
| Super Shougi 2 | 1994 | SHVC-2B | 615 | | | | |
| Super Shougi 3 - Kitaihei | 1995 | SHVC-A3IJ-JPN | 615 | | | | |

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|---|---|---|---|---|---|---|---|
| Super Slap Shot | 1993 | SHVC-ZX | 258 | | | | |
| Super Snakey | 1994 | SHVC-AWSJ-JPN | 298 | | | | |
| Super Soukoban | 1993 | SHVC-VN | 615 | | | | |
| Super Soukoban | 1996 | SHVC-VN (Renka Ban) | 615 | | | | |
| Super Stadium | 1991 | SHVC-SS | 179 | | | | |
| Super Star Wars | 1992 | SHVC-V4 | 261 | | | | |
| Super Star Wars - Jedi No Fukushuu | 1995 | SHVC-ARJJ-JPN | 261 | | | | |
| Super Star Wars - Teikoku No Gyakushuu | 1993 | SHVC-V9 | 261 | | | | |
| Super Street Fighter II - The New Challengers | 1994 | SHVC-XW | 262 | | | | |
| Super SWIV | 1992 | SHVC-SQ | 92 | | | | |
| Super Tekkyuu Fight! | 1995 | SHVC-AIBJ-JPN | 616 | | | | |
| Super Tennis World Circuit | 1991 | SHVC-ST | 262 | | | | |
| Super Tetris 2 + Bombliss | 1992 | SHVC-T2 | 616 | | | | |
| Super Tetris 2 + Bombliss | 1992 | (Gold Cartridge) | 616 | | | | |
| Super Tetris 2 + Bombliss - Gentei Ban | 1994 | SHVC-5T | 616 | | | | |
| Super Tetris 3 | 1994 | SHVC-AT3J-JPN | 617 | | | | |
| Super Troll Islands | 1994 | SHVC-9T | 263 | | | | |
| Super Trump Collection | 1995 | SHVC-AT7J-JPN | 617 | | | | |
| Super Trump Collection 2 | 1996 | SHVC-AQKJ-JPN | 617 | | | | |
| Super Tsume Shougi 1000 | 1994 | SHVC-AIOJ-JPN | 618 | | | | |
| Super Turrican | 1993 | SHVC-T9 | 263 | | | | |
| Super Ultra Baseball | 1991 | SHVC-UB | 240 | | | | |
| Super Ultra Baseball 2 | 1994 | SHVC-UO | 618 | | | | |
| Super UNO | 1993 | SHVC-UN | 618 | | | | |
| Super Valis - Akaki Tsuki No Otome | 1992 | SHVC-VA | 264 | | | | |
| Super Variable Geo | 1995 | SHVC-AXYJ-JPN | 619 | | | | |
| Super Volley II | 1992 | SHVC-VB | 111 | | | | |
| Super Wagyan Land | 1991 | SHVC-SW | 619 | | | | |
| Super Wagyan Land 2 | 1993 | SHVC-S6 | 619 | | | | |
| Super Wrestle Angels | 1994 | SHVC-AWAJ-JPN | 620 | | | | |
| Super Yakyuu Dou | 1996 | SHVC-A82J-JPN | 620 | | | | |
| Super Zugan - Hakotenjou Kara No Shoutai | 1994 | SHVC-ZU | 620 | | | | |
| Super Zugan 2 - Tsukanpo Fighter | 1994 | SHVC-AJZJ-JPN | 621 | | | | |
| Sutobasu Yarou Show - 3 on 3 Basketball | 1994 | SHVC-3X | 621 | | | | |
| Sutte Hakkun | 1998 | SHVC-BSHJ-JPN (N. Power) | 622 | | | | |
| Sutte Hakkun | 1999 | SHVC-BSHJ-JPN | 622 | | | | |
| Suzuka 8 Hours | 1993 | SHVC-8H | 264 | | | | |
| Sword Maniac | 1994 | SHVC-S5 | 309 | | | | |
| Sword World SFC | 1993 | SHVC-AW | 622 | | | | |
| Sword World SFC 2 - Inishie Kyojin Densetsu | 1994 | SHVC-7M | 622 | | | | |
| Syndicate | 1995 | SHVC-AFYJ-JPN | 265 | | | | |
| Syvalion | 1992 | SHVC-SY | 265 | | | | |
| T2 - The Arcade Game | 1994 | SHVC-XV | 266 | | | | |
| Table Game Daishuugou!! | 1996 | SHVC-AG8J-JPN | 623 | | | | |
| Tactical Soccer | 1995 | SHVC-AZZJ-JPN | 623 | | | | |
| Tactics Ogre - Let Us Cling Together | 1995 | SHVC-AO7J-JPN | 623 | | | | |

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|---|---|---|---|---|---|---|---|
| Tadaima Yuusha Boshuuchuu Okawari | 1994 | SHVC-ATYJ-JPN | 624 | | | | |
| Taekwon-Do | 1994 | SHVC-II | 624 | | | | |
| Taiketsu!! Brass Numbers | 1992 | SHVC-TB | 70 | | | | |
| Taikou Risshiden | 1993 | SHVC-TD | 624 | | | | |
| Taikyoku Igo - Goliath | 1993 | SHVC-IA | 625 | | | | |
| Taikyoku Igo - Idaten | 1995 | SHVC-AIIJ-JPN | 625 | | | | |
| Takahashi Meijin No Daibouken Shima | 1992 | SHVC-H2 | 239 | | | | |
| Takahashi Meijin No Daibouken Shima II | 1995 | SHVC-AT2J-JPN | 239 | | | | |
| Take Yutaka GI Memory | 1995 | SHVC-AGBJ-JPN | 625 | | | | |
| Takeda Nobuhiro No Super Cup Soccer | 1993 | SHVC-JV | 248 | | | | |
| Takeda Nobuhiro No Super League Soccer | 1994 | SHVC-ATKJ-JPN | 626 | | | | |
| Takemiya Masaki Kudan No Igo Taishou | 1995 | SHVC-AITJ-JPN | 626 | | | | |
| Tales Of Phantasia | 1995 | SHVC-ATVJ-JPN | 626 | | | | |
| Tamagotchi Town | 1999 | SHVC-BTTJ-JPN (N. Power) | 628 | | | | |
| Tarot Mystery | 1995 | SHVC-AT5J-JPN | 628 | | | | |
| Tatakae Genshijin - Joe & Mac | 1991 | SHVC-JT | 122 | | | | |
| Tatakae Genshijin 2 - Rookie No Bouken | 1992 | SHVC-J2 | 55 | | | | |
| Tatakae Genshijin 3 - Shuyaku Yappari Joe Mac | 1994 | SHVC-J3 | 123 | | | | |
| Tecmo Super Baseball | 1994 | SHVC-ATBJ-JPN | 266 | | | | |
| Tecmo Super Bowl | 1993 | SHVC-7T | 268 | | | | |
| Tecmo Super Bowl II - Special Edition | 1994 | SHVC-ASBJ-JPN | 268 | | | | |
| Tecmo Super Bowl III - Final Edition | 1995 | SHVC-AW4J-JPN | 268 | | | | |
| Tecmo Super NBA Baskeball | 1992 | SHVC-NA | 269 | | | | |
| Teenage Mutant Ninja Turtles - Mutant Warriors | 1993 | SHVC-KY | 269 | | | | |
| Teenage Mutant Ninja Turtles - Turtles in Time | 1992 | SHVC-TM | 269 | | | | |
| Teitoku No Ketsudan | 1992 | SHVC-TK | 184 | | | | |
| Teitoku No Ketsudan | 1995 | SHVC-TK-1 (Fukkoku Ban) | 184 | | | | |
| Teitoku No Ketsudan II | 1995 | SHVC-ATEJ-JPN | 184 | | | | |
| Tekichuu Keiba Juku | 1996 | SHVC-APCJ-JPN | 628 | | | | |
| Tenchi Muyo! - Game-Hen | 1995 | SHVC-AMUJ-JPN | 629 | | | | |
| Tenchi O Kurau - Sangokushi Gunyuden | 1995 | SHVC-AKTJ-JPN | 629 | | | | |
| Tenchi Souzou | 1995 | SHVC-AQTJ-JPN | 270 | | | | |
| Tengai Makyo Zero | 1995 | SHVC-AZRJ-JPN | 629 | | | | |
| Tengai Makyo Zero - Shounen Jump No Shou | 1995 | SHVC-AZQJ-JPN (Not F. Sale) | 630 | | | | |
| Tenryuu Genichiro No Pro Wrestling Revolution | 1994 | SHVC-LJ | 104 | | | | |
| Tenshi No Uta - Shiroki Tsubasa No Inori | 1994 | SHVC-UA | 630 | | | | |
| Tetris Battle Gaiden | 1993 | SHVC-4G | 630 | | | | |
| Tetris Flash | 1994 | SHVC-27 | 271 | | | | |
| Tetsuwan Atom | 1994 | SHVC-ZB | 631 | | | | |
| The Addams Family | 1992 | SHVC- AF | 15 | | | | |
| The Amazing Spiderman - Lethal Foes | 1995 | SHVC-ASPJ-JPN | 320 | | | | |
| The Blue Crystal Rod | 1994 | SHVC-NU | 340 | | | | |
| The Blues Brothers | 1993 | SHVC-B6 | 35 | | | | |
| The Chessmaster | 1995 | SHVC-CH | 48 | | | | |
| The Combatribes | 1992 | SHVC-CR | 55 | | | | |
| The Firemen | 1994 | SHVC-AFMJ-JPN | 92 | | | | |

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| The Flintstones - Treasure of Sierra Madrock | 1994 | SHVC-AFNJ-JPN | 94 | | | | |
| The Great Battle Gaiden 2 - Matsuri Da Wasshoi | 1994 | SHVC-K8 | 408 | | | | |
| The Great Battle II - Last Fighter Twin | 1992 | SHVC-3L | 473 | | | | |
| The Great Battle III | 1993 | SHVC-B3 | 409 | | | | |
| The Great Battle IV | 1994 | SHVC-4F | 409 | | | | |
| The Great Battle V | 1995 | SHVC-AG5J-JPN | 411 | | | | |
| The Hunt For Red October | 1993 | SHVC-RO | 110 | | | | |
| The Incredible Crash Dummies | 1994 | SHVC-C7 | 113 | | | | |
| The Irem Major Title | 1992 | SHVC-MT | 117 | | | | |
| The Jungle Book | 1994 | SHVC-7K | 124 | | | | |
| The King Of Dragons | 1994 | SHVC-EI | 130 | | | | |
| The King Of Rally | 1992 | SHVC-KP | 460 | | | | |
| The Last Battle | 1994 | SHVC-3T | 472 | | | | |
| The Lion King | 1994 | SHVC-ALKJ-JPN | 142 | | | | |
| The Mahjong Touhaiden | 1993 | SHVC-TY | 484 | | | | |
| The Mask | 1996 | SHVC-AMGJ-JPN | 152 | | | | |
| The Monopoly Game 2 | 1995 | SHVC-AMLJ-JPN | 495 | | | | |
| The Ninja Warriors Again | 1994 | SHVC-NI | 178 | | | | |
| The Planet's Champ TG3000 | 1995 | SHVC-A3TJ-JPN | 279 | | | | |
| The Rocketeer | 1992 | SHVC-RK | 211 | | | | |
| The Shinri Game - Akuma No Kokoroji | 1993 | SHVC-AK | 561 | | | | |
| The Shinri Game 2 - Magical Trip | 1995 | SHVC-ASIJ-JPN | 561 | | | | |
| The Shinri Game 3 | 1995 | SHVC-AK3J-JPN | 561 | | | | |
| Theme Park | 1995 | SHVC-ATQJ-JPN | 272 | | | | |
| Thoroughbred Breeder | 1993 | SHVC-TF | 631 | | | | |
| Thoroughbred Breeder II | 1994 | SHVC-QW | 631 | | | | |
| Thoroughbred Breeder III | 1996 | SHVC-AIWJ-JPN | 632 | | | | |
| Thunder Spirits | 1991 | SHVC-TH | 272 | | | | |
| Thunderbirds - Kokusai Kyuujotai Juudou Seyo! | 1993 | SHVC-T5 | 632 | | | | |
| Time Cop | 1995 | SHVC-ATCJ-JPN | 274 | | | | |
| Tiny Toon Adventures - Busters Busts Loose | 1992 | SHVC-TA | 275 | | | | |
| Tiny Toon Adventures - Dotabata Daiundoukai | 1994 | SHVC-5Z | 275 | | | | |
| Tokimeki Memorial - Densetsu Jyu No Shita De | 1996 | SHVC-AM8J-JPN | 632 | | | | |
| Tokoro's Mahjong | 1994 | SHVC-ATMJ-JPN | 633 | | | | |
| Tom & Jerry | 1993 | SHVC-TJ | 277 | | | | |
| Top Managment II | 1994 | SHVC-QC | 633 | | | | |
| Top Racer | 1992 | SHVC-TR | 279 | | | | |
| Top Racer 2 | 1993 | SHVC-2P | 279 | | | | |
| Toride | 1994 | SHVC-ACSJ-JPN | 633 | | | | |
| Torneko No Daibouken - Fushigi No Dungeon | 1993 | SHVC-TQ | 634 | | | | |
| Tottemo! Lucky Man - Lucky Cookie Roulette | 1995 | SHVC-ALAJ-JPN | 634 | | | | |
| Touge Densetsu - Saisoku Battle | 1996 | SHVC-ACQJ-JPN | 634 | | | | |
| Tower Dream | 1996 | SHVC-AT9J-JPN | 635 | | | | |
| Toy Story | 1996 | SHVC-AQHJ-JPN | 280 | | | | |
| Traverse - Starlight & Prairie | 1996 | SHVC-A2SJ-JPN | 635 | | | | |
| Treasure Hunter G | 1996 | SHVC-AEGJ-JPN | 635 | | | | |

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| Trinea | 1993 | SHVC-T6 | 636 | | | | |
| True Lies | 1995 | SHVC-ATLJ-JPN | 282 | | | | |
| Trump Island | 1995 | SHVC-LT | 259 | | | | |
| Tsukikomori | 1996 | SHVC-A7MJ-JPN | 637 | | | | |
| Tsuppari Oozumou - Risshin Shusse Hen | 1993 | SHVC-KW | 637 | | | | |
| Tsuri Taro | 1994 | SHVC-20 | 637 | | | | |
| Tsuyoshi Shikkari Shinasai - Taisen Puzzle | 1994 | SHVC-ATPJ-JPN | 638 | | | | |
| Turf Hero - Just One Thing I Need | 1995 | SHVC-ATUJ-JPN | 638 | | | | |
| Turf Memories | 1995 | SHVC-AYZJ-JPN | 638 | | | | |
| Twinbee - Rainbow Bell Adventure | 1994 | SHVC-T7 | 195 | | | | |
| U.F.O. Kamen Yakisoban - Ketoraa Kuroi Inbou | 1994 | SHVC-Y9 | 639 | | | | |
| U.F.O. Kamen Yakisoban - Ketoraa Kuroi Inbou | 1994 | SHVC-Y7 (Not For Sale) | 639 | | | | |
| Uchuu No Kishi - Tekkaman Blade | 1993 | SHVC-T8 | 639 | | | | |
| Uchuu Race - Astro Go! Go! | 1994 | SHVC-3A | 639 | | | | |
| Ultima Gaiden - Kurokishi No Inbou | 1994 | SHVC-6V | 639 | | | | |
| Ultima Kyoryu Teikoku - The Savage Empire | 1995 | SHVC-AVGJ-JPN | 640 | | | | |
| Ultima VI - Itsuwari No Yogensha | 1992 | SHVC-U6 | 285 | | | | |
| Ultima VII - The Black Gate | 1994 | SHVC-7I | 285 | | | | |
| Ultimate Football | 1992 | SHVC-UF | 94 | | | | |
| Ultra Baseball Jitsumei Ban | 1992 | SHVC-U2 | 641 | | | | |
| Ultra Baseball Jitsumei Ban 2 | 1995 | SHVC-ABJJ-JPN | 641 | | | | |
| Ultra Baseball Jitsumei Ban 3 | 1995 | SHVC-AU2J-JPN | 641 | | | | |
| Ultra League - Moero! Soccer Daikessen!! | 1995 | SHVC-A7YJ-JPN | 642 | | | | |
| Ultra Seven | 1993 | SHVC-U7 | 642 | | | | |
| Ultraman | 1991 | SHVC-UM | 286 | | | | |
| Umi No Nushi Tsuri | 1996 | SHVC-A6UJ-JPN | 642 | | | | |
| Umi Tsuri Meijin - Suzuki Hen | 1994 | SHVC-AUFJ-JPN | 643 | | | | |
| Umi Tsuri Meijin - Suzuki Hen | 1996 | SHVC-AUFJ-JPN (Renka Ban) | 643 | | | | |
| Umihara Kawase | 1994 | SHVC-ATAJ-JPN | 643 | | | | |
| Undake 30 Game Daisakusen - Mario Version | 1995 | SHVC-ANZJ-JPN (Not F. Sale) | 670 | | | | |
| Undercover Cops | 1995 | SHVC-AUCJ-JPN | 640 | | | | |
| USA Ice Hockey | 1993 | SHVC-UI | 201 | | | | |
| Ushio To Tora | 1993 | SHVC-UT | 643 | | | | |
| Utopia - The Creation of a Nation | 1993 | SHVC-UP | 288 | | | | |
| Verne World | 1995 | SHVC-AVWJ-JPN | 644 | | | | |
| Viking No Daimeiwaku | 1993 | SHVC-VD | 143 | | | | |
| Virtual Bart | 1994 | SHVC-AVBJ-JPN | 291 | | | | |
| Virtual Wars | 1994 | SHVC-VJ | 139 | | | | |
| Volleyball Twin | 1992 | SHVC-VT | 64 | | | | |
| Vortex | 1994 | SHVC-4V | 291 | | | | |
| Vs. Collection | 1996 | SHVC-AU3J-JPN | 644 | | | | |
| Wagyan Paradise | 1994 | SHVC-AWLJ-JPN | 645 | | | | |
| Waialae No Kiseki | 1992 | SHVC-GC | 282 | | | | |
| Wakataka Oozumou - Yume No Kyodai Taiketsu | 1993 | SHVC-OW | 645 | | | | |
| Waku Waku Ski Wonder Shoot | 1995 | SHVC-ASKJ-JPN | 645 | | | | |
| Wally O Sagase! - Ehon No Kuni No Daibouken | 1993 | SHVC-WA | 646 | | | | |

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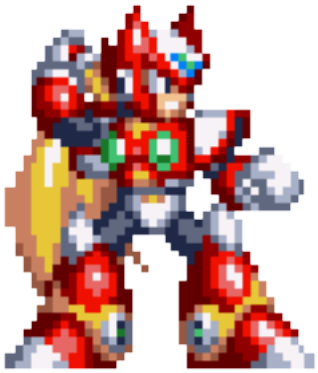
| Waratte Iitomo! Tamorinpic | 1994 | SHVC-55 | 646 | | | | |
| Warlock | 1995 | SHVC-AWKJ-JPN | 293 | | | | |
| Wedding Peach | 1995 | SHVC-AWHJ-JPN | 646 | | | | |
| Wild Guns | 1994 | SHVC-4W | 297 | | | | |
| Wild Trax | 1994 | SHVC-CQ | 238 | | | | |
| Wing Commander | 1993 | SHVC-WC | 298 | | | | |
| Winning Post | 1993 | SHVC-WJ | 648 | | | | |
| Winning Post 2 | 1995 | SHVC-AWPJ-JPN | 648 | | | | |
| Winning Post 2 - Program ‘96 | 1996 | SHVC-AW9J-JPN | 648 | | | | |
| Wizap! - Ankoku No Ou | 1994 | SHVC-WQ | 649 | | | | |
| Wizardry Gaiden IV - Taima No Kodou | 1996 | SHVC-AE4J-JPN | 649 | | | | |
| Wizardry I.II.III - The Story of Llylgamyn | 1999 | SHVC-BWZJ-JPN (N. Power) | 649 | | | | |
| Wizardry V - Saika No Chuushin | 1992 | SHVC-W5 | 302 | | | | |
| Wizardry VI - Kindan No Mafude | 1995 | SHVC-AW6J-JPN | 650 | | | | |
| Wolfenstein 3D - The Claw of Eisenfaust | 1994 | SHVC-6W | 303 | | | | |
| Wolverine | 1995 | SHVC-AWXJ-JPN | 303 | | | | |
| Wonder Project J - Kikai No Shounen Pino | 1994 | SHVC-APJJ-JPN | 651 | | | | |
| Wonderous Magic | 1993 | SHVC-UH | 652 | | | | |
| World Class Rugby | 1993 | SHVC-WY | 305 | | | | |
| World Class Rugby 2 - Kokunai Gekitou ‘93 | 1994 | SHVC-2R | 652 | | | | |
| World Cup Striker | 1994 | SHVC-5W | 79 | | | | |
| World Cup USA ‘94 | 1994 | SHVC-U4 | 305 | | | | |
| World Heroes | 1993 | SHVC-WZ | 305 | | | | |
| World Heroes 2 | 1994 | SHVC-JI | 306 | | | | |
| World Soccer | 1993 | SHVC-WO | 307 | | | | |
| Wrecking Crew ‘98 | 1998 | SHVC-BWCJ-JPN | 652 | | | | |
| Wrecking Crew ‘98 | 1998 | SHVC-BWCJ-JPN (N. Power) | 652 | | | | |
| WWF Royal Rumble | 1993 | SHVC-WU | 308 | | | | |
| WWF Super Wrestlemania | 1992 | SHVC-WF | 308 | | | | |
| WWF Wrestlemania - The Arcade Game | 1996 | SHVC-AWVJ-JPN | 308 | | | | |
| X-Men - Mutant Apocalypse | 1995 | SHVC-AXMJ-JPN | 309 | | | | |
| X-Zone | 1993 | SHVC-XZ | 310 | | | | |
| Xak - The Artist of Visual Stage | 1993 | SHVC-XK | 653 | | | | |
| Yadamon - Wonderland Dreams | 1993 | SHVC-YA | 654 | | | | |
| Yakouchuu | 1995 | SHVC-ADJJ-JPN | 654 | | | | |
| Yam Yam | 1995 | SHVC-AYMJ-JPN | 655 | | | | |
| Yam Yam | 1995 | (Gold Cartridge) | 655 | | | | |
| Yamaneko Bubsy No Daibouken | 1994 | SHVC-UY | 41 | | | | |
| Yamato Takeru | 1995 | SHVC-AYTJ-JPN | 654 | | | | |
| Yogi Bear | 1995 | SHVC-Y8 | 18 | | | | |
| Yokoyama Mitsuteru - Sangokushi | 1992 | SHVC-3G | 655 | | | | |
| Yokoyama Mitsuteru - Sangokushi 2 | 1993 | SHVC-32 | 655 | | | | |
| Yokoyama Mitsuteru - Sangokushi Bangi | 1994 | SHVC-AYBJ-JPN | 656 | | | | |
| Yokozuna Monogatari | 1994 | SHVC-5U | 656 | | | | |
| Yoshi No Cookie | 1993 | SHVC-YC | 311 | | | | |
| Yoshi No Cookie - Kuruppon Oven De Cookie | 1993 | SHVC-YO (Not For Sale) | 656 | | | | |

| Game Title | Rel. | Model | Pg | C | I | B | S |
|---|---|---|---|---|---|---|---|
| Yoshi No Road Hunting | 1993 | SHVC-RH | 312 | | | | |
| Youchien Senki Madara | 1996 | SHVC-ADPJ-JPN | 657 | | | | |
| Youkai Buster - Ruka No Daibouken | 1995 | SHVC-AYOJ-JPN | 121 | | | | |
| Ys III - Wanderers From Ys | 1991 | SHVC-YS | 312 | | | | |
| Ys IV - Mask of the Sun | 1993 | SHVC-Y4 | 657 | | | | |
| Ys V - Expert | 1996 | SHVC-A5EJ-JPN | 658 | | | | |
| Ys V - Ushinawareta Sunano Miyako Kefin | 1995 | SHVC-AYVJ-JPN | 658 | | | | |
| Yume Maboroshi No Gotoku | 1993 | SHVC-UG | 660 | | | | |
| Yume Meikyuu - Kigurumi Daibouken | 1994 | SHVC-QX | 660 | | | | |
| Yuu Yu No Quiz De Go! Go! | 1992 | SHVC-UU | 661 | | | | |
| Yuu Yuu Hakusho | 1993 | SHVC-YY | 658 | | | | |
| Yuu Yuu Hakusho - Tokubetsu Hen | 1994 | SHVC-AYYJ-JPN | 659 | | | | |
| Yuu Yuu Hakusho 2 - Kakutou No Shou | 1994 | SHVC-Y2 | 659 | | | | |
| Yuu Yuu Hakusho Final - Saikyou Retsuden | 1995 | SHVC-AY3J-JPN | 659 | | | | |
| Yuujin Janjuu Gakuen | 1993 | SHVC-UJ | 660 | | | | |
| Yuujin Janjuu Gakuen 2 | 1994 | SHVC-9U | 661 | | | | |
| Yuujin No Furi-Furi Girls | 1994 | SHVC-U3 | 661 | | | | |
| Zakuro No Aji | 1995 | SHVC-AZAJ-JPN | 662 | | | | |
| Zan II Spirits | 1992 | SHVC-ZS | 662 | | | | |
| Zan III Spirits | 1994 | SHVC-Z3 | 662 | | | | |
| Zelda No Densetsu - Kamigami No Triforce | 1991 | SHVC-ZL | 140 | | | | |
| Zen Nihon GT Senshuken - Hyper Battle Game | 1995 | SHVC-AGVJ-JPN | 664 | | | | |
| Zen Nihon Pro Wres | 1993 | SHVC-JP | 664 | | | | |
| Zen Nihon Pro Wres 2 - 3-4 Budoukan | 1995 | SHVC-APRJ-JPN | 665 | | | | |
| Zen Nihon Pro Wres Dash - Sekai Saikyou Tag | 1993 | SHVC-2J | 665 | | | | |
| Zen Nihon Pro Wres Fight Da Pon! | 1994 | SHVC-JF | 665 | | | | |
| Zenkoku Juudan Ultra Shinri Game | 1995 | SHVC-AZJJ-JPN | 663 | | | | |
| Zenkoku Koukou Soccer - High School Soccer | 1994 | SHVC-AY5J-JPN | 663 | | | | |
| Zenkoku Koukou Soccer 2 - High School Soccer | 1995 | SHVC-AY7J-JPN | 663 | | | | |
| Zenkoku Koukou Soccer Senshuken ‘96 | 1996 | SHVC-AY2J-JPN | 664 | | | | |
| Zero 4 Champ RR | 1994 | SHVC-Q4 | 666 | | | | |
| Zero 4 Champ RR-Z | 1995 | SHVC-ARZJ-JPN | 666 | | | | |
| Zico Soccer | 1994 | SHVC-ZD | 667 | | | | |
| Zig Zag Cat - Dachou Club Mo Oosawagi Da | 1994 | SHVC-ZP | 667 | | | | |
| Zool No Yume Bouken | 1994 | SHVC-Z8 | 313 | | | | |
| Zootto Mahjong! | 1998 | SHVC-BZMJ-JPN (N. Power) | 667 | | | | |



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